CASIO

Training manual

QT-6000

Smart Touch Terminal

October 2004

QT-6000 Training Manual

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Chapter 2 Loading the IPL Via CF Card and PC & Setting up the In-line network

Chapter 3 Initialising the Terminal

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Chapter 6 Setting up shared check tracking

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Chapter 9 Setting up RF Communications

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Chapter 12 Other new functions

Chapter 13 Customer File and Invoice number

Chapter 14 Downloading graphic logo's bitmaps and sounds

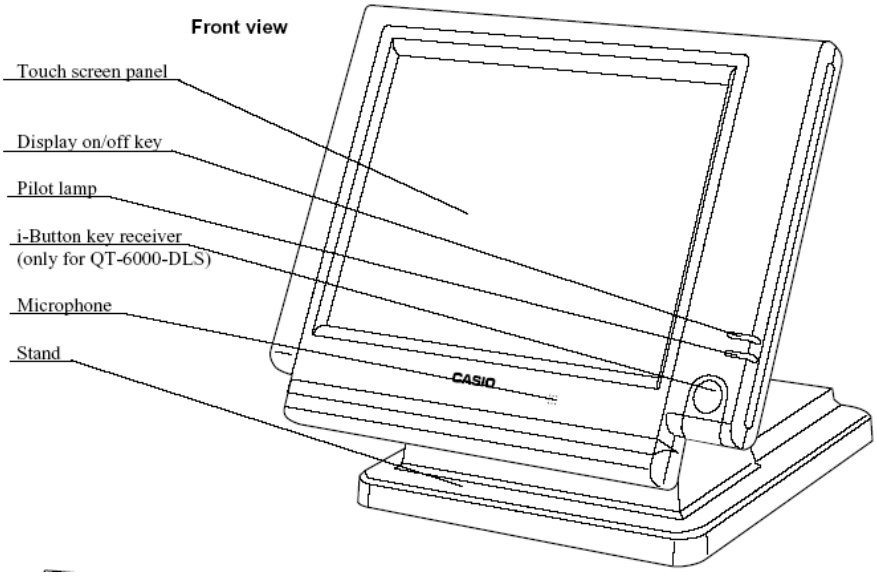
CHAPTER 1

HARDWARE CONFIGURATION

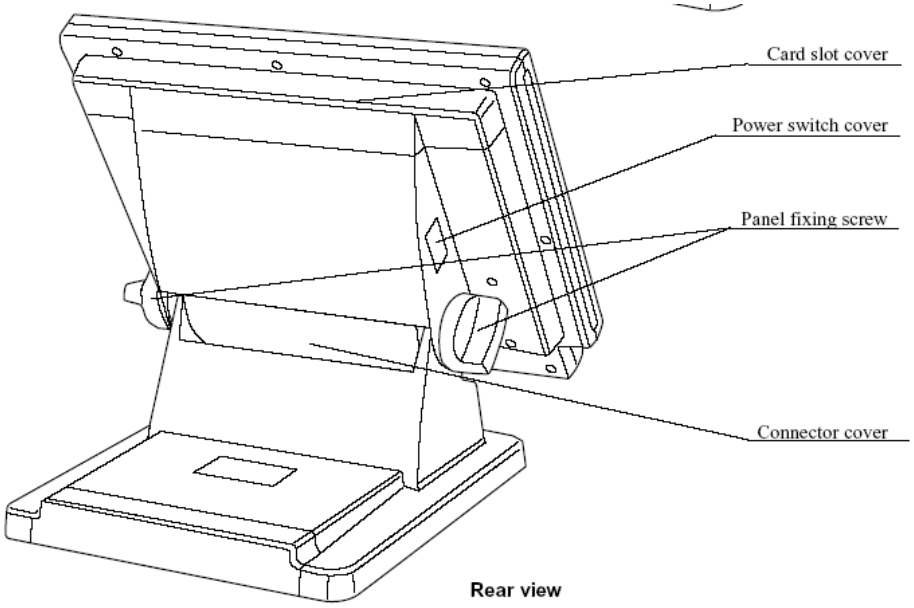
General Configuration Front View

1-1. General configuration

Front view



General Configuration Back View



Rear view

QT-6000 Hardware Specification

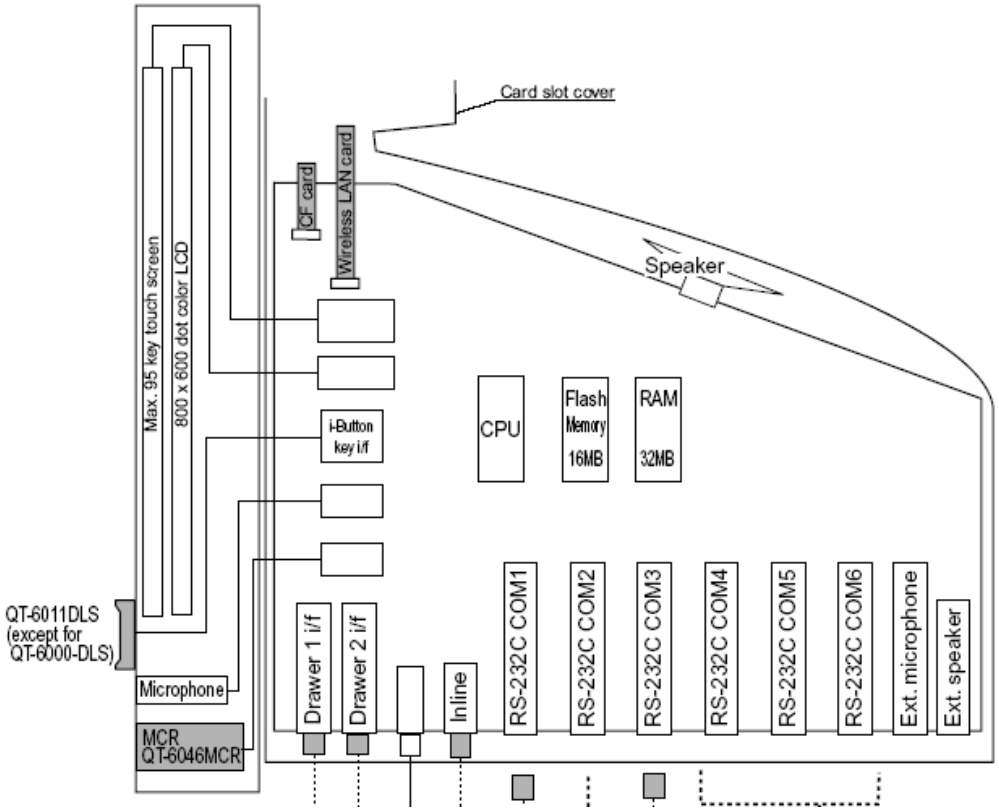
QT-6000 Standard RAM is 32mb (16mb usable)

Flash Memory used for IPL data is 16mb

The In-Line system used is Ethernet
The Ethernet communications Board comes as standard when purchasing the QT-6000 terminal

You can connect up to three external printers per terminal

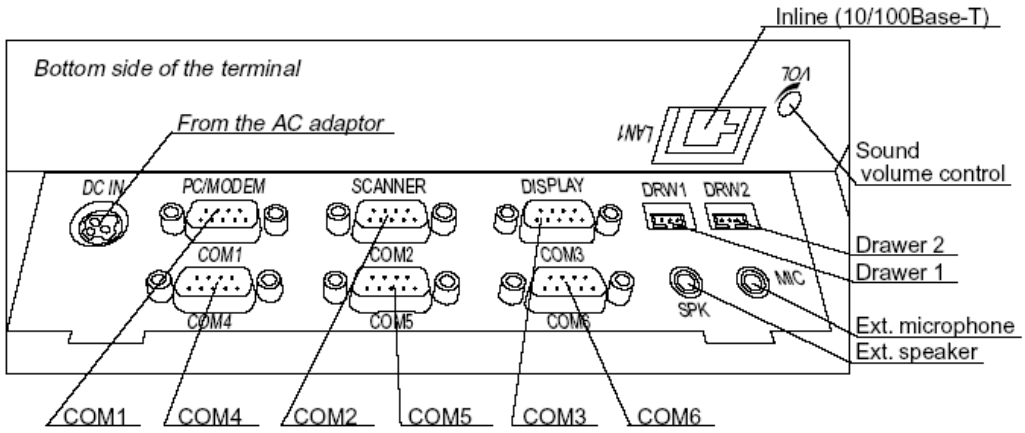
You can connect up to two drawers



Layout of Com ports on the QT-6000

Input /output connectors

Inline connector, COM port, and drawer cable are located in the backside connector cover.



As you can see from the diagram above there are 6 Com ports
These are used for the following tasks

Com Port 1 = PC / Modem
Com Port 2 = Scanner
Com Port 3 = Remote display
Com Port 4 = My Printer 1
Com Port 5 = My Printer 2
Com Port 6 = My Printer 3

In addition to the Com ports you can also find

Ethernet In-Line connector
Volume control switch
Two drawer connectors
An External Microphone connector
An External Speaker connector

QT-6000 Optional extra's

Card Swipe

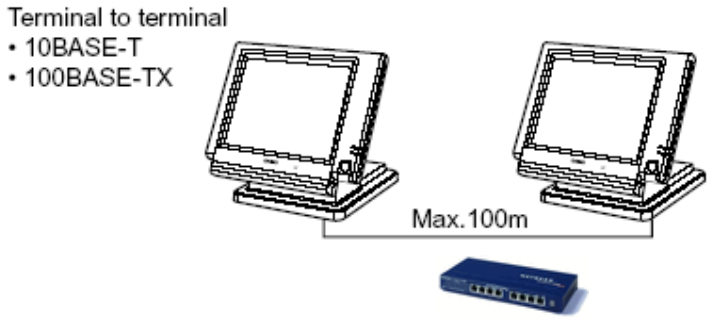
Rear display

Dallas keys and lock

QT-6000 In-Line (Ethernet)

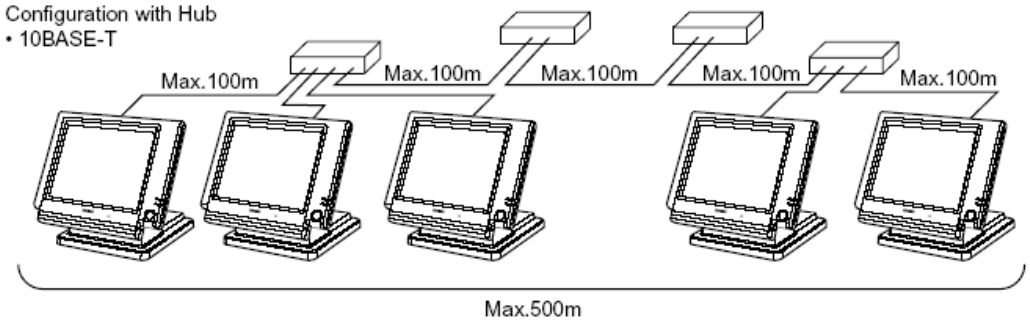
Configuration 1

Terminal to Terminal (You must use a Hub)



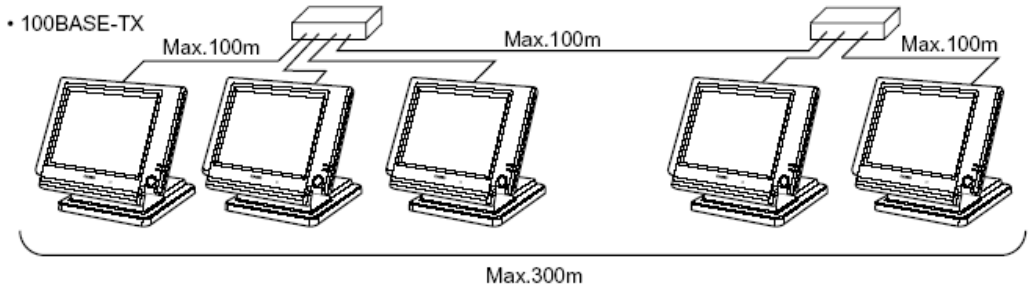
Configuration 2

Multiple Terminals 10 BASE-T



Configuration 3

Multiple Terminals 100 BASE-T



In-Line Maximum Configurations

You can have up to 12 terminals In-Line when using floating check tracking or floating clerk interrupt.

You can have up to 32 terminals In-Line if you are not using check tracking or clerk interrupt.

You can have a maximum of 8 Printers shared thought out the Ethernet network.

All Terminals must always be connected to a hub
You must use the Netgear FS108 hub.

Note: will do not support the cross over cat-5 cable between two terminals. When connecting more than one terminal you must use a Hub.

In-Line specifications and cable lengths

Inline interface

The maximum inline cable length and the maximum connection unit will be varied by the inline communication speed as shown below figure.

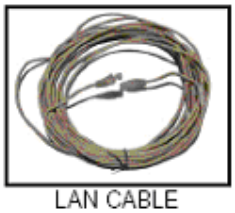
- Using 10BASE-T
  Cable length: 100m (terminal to terminal, hub to terminal, hub to hub)
  Maximum 4 hubs in one cluster.
  Maximum cable length between terminal and terminal via hubs is 500m.
- Using 100Base-TX
  Cable length: 100m (terminal to terminal, hub to terminal, hub to hub)
  Maximum 2 hubs in one cluster.
  Maximum cable length between terminal and terminal via hubs is 300m.

Wiring configuration for Cat-5

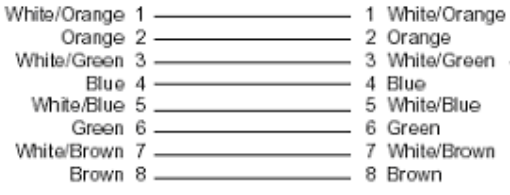
All Terminal need to be connected to the hub as shown below

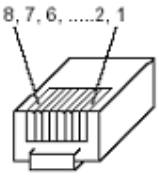
Cat-5 Wiring diagram

This is how the cables should be wired and also the specification of the cable which should be used



LAN CABLE



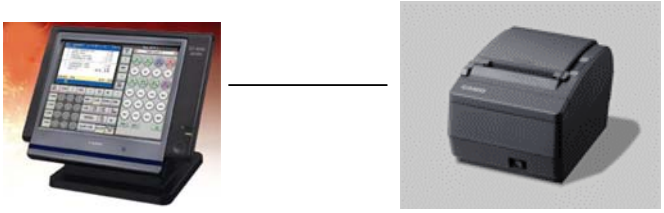


⑤ LAN cable specifications

CAT5 UTP Cable (TIA/EIA 568)
0.5mm x 4P Not shielded wire Twist pair cable

Connecting printers

It is possible to have 3 printers per terminal if the terminals are stand-alone and there is a maximum of 8 terminals for an In-line situation



Supported Printers

Epson Thermal TM-88 / UP-350 / 360
Epson Dot Matrix TM-U210 / U-220 / UP-250

Printer wiring diagram

D Sub 9 Pin Female		D Sub 25 Pin Male
3 TXD	———	**RXD 3**
6 DSR	———	**DTR 20**
8 CTS	———	**RTS 4**
2 RXD	———	**TXD 2**
4 DTR	———	**DSR 6**
5 SG	———	**SG 7**

Casio PC Interface

Online Specifications

Online interface

Only the RS-232C COM 1 port can be connected with a modem or a personal computer.

1) Specification of RS-232C COM 1 port

Communication method:	Half duplex communication
Configuration of connection:	Point-to point
Line type:	Public lines / exclusive lines
Starting method:	Center (host computer) based start up
Protocol:	Async.
Communication speed:	2400 / 4800 / 9600 / 19200 / 38400 / 57600 / 115200 bps
Error control:	CRC-128 or CRC-1024
Text length:	128 or 1024 bytes

2) The cable diagram between the terminal and MODEM
3) The cable diagram between the terminal and PC

PC configurations

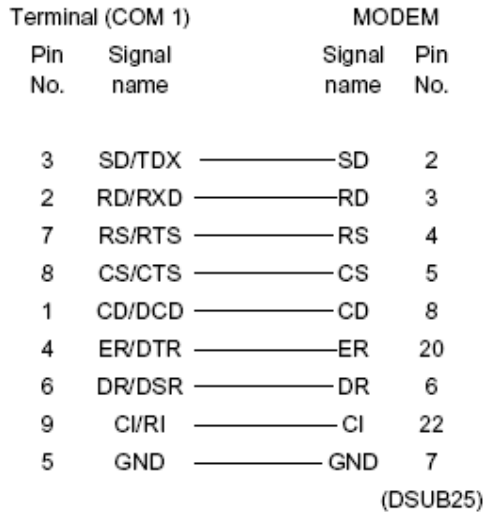
It is now possible to use either a serial or TCP/IP connection

Serial Connection

TCP/IP Connection

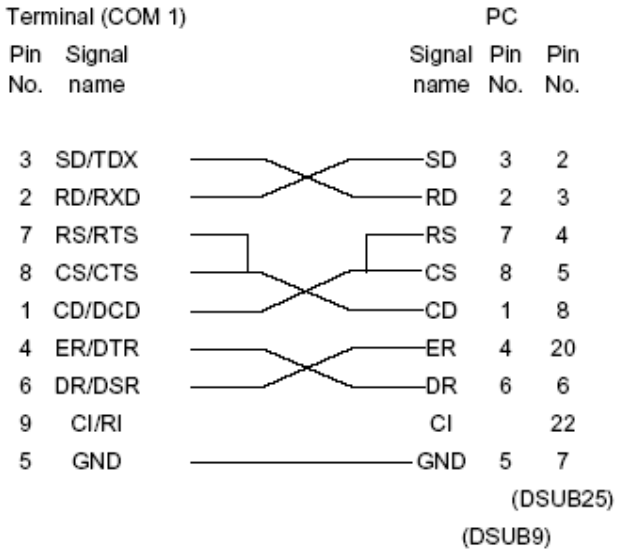
QT-6000 to Modem wiring diagram

(2)



(3)

QT-6000 to PC wiring diagram



CHAPTER 2

LOADING THE IPL Via CF CARD / PC

& Setting up the Ethernet network (TCP/IP)

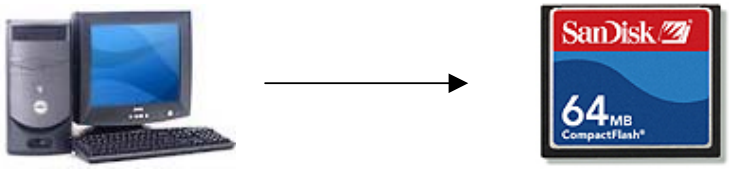
Required equipment: A PC or a CF card

A PRL-CB2 (RS232 / Laplink cable/Cat-5 cable and hub)

Auto Load via CF card

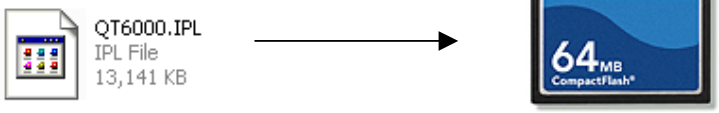
Copy the IPL data to the route directory of the San Disk CF card via PC

1.



Insert the CF card in to the CF card reader of the PC

2.

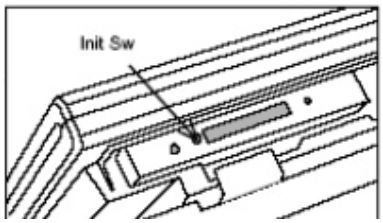


Copy the IPL data to the CF card

Follow the procedure below to load the IPL data to the QT-6000

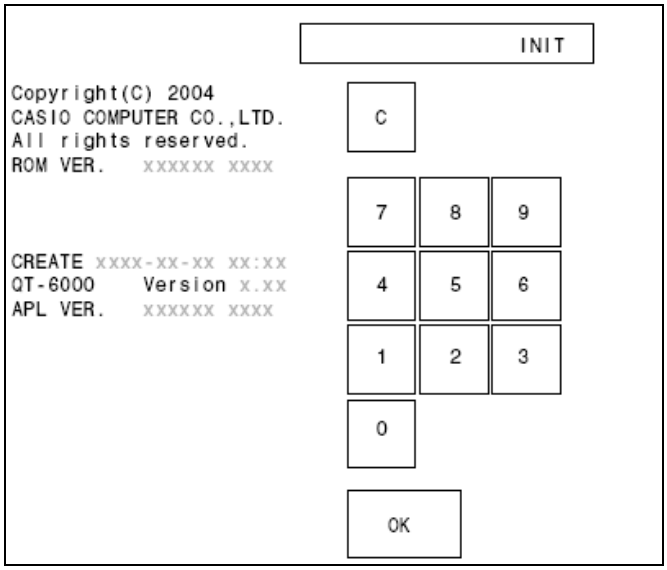
(1) Insert the CF card into the top of the terminal

(2) Switch the terminal off and hold down the INIT switch the terminal will then will ask you to push the INIT Switch again to start the load of the IPL



(3) Press the INIT Switch and the IPL will start to load

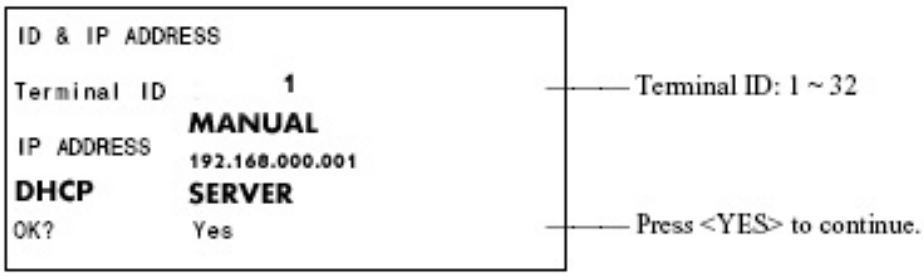
(4) After the IPL has loaded the QT-6000 will ask for a Mac/Init code enter 10000 for UK and then press “ok”



After you have entered 10000 the QT-6000 will come up with the TCP/IP network screen. This screen is shown below

Master Terminal Settings

1. Select terminal ID 1
2. This will automatically make this terminal the DHCP server
3. Select yes to confirm your options

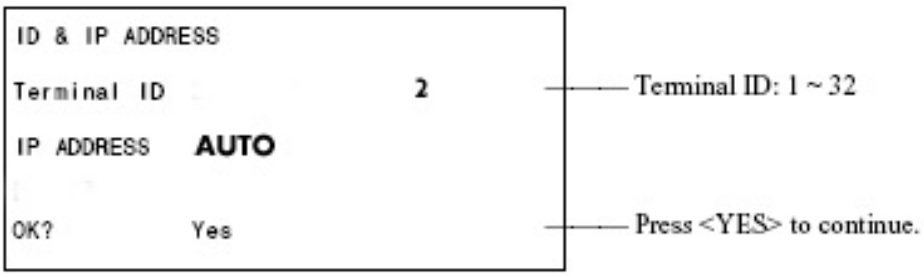


The DHCP server issues the IP addresses to all the other terminals in the In-line network provided that you select auto

Settings for all other terminals in the In-Line network

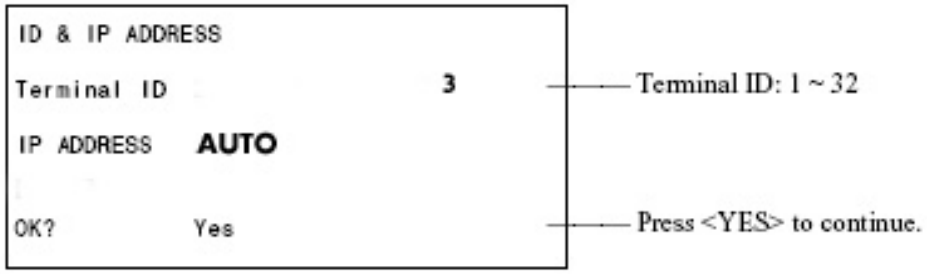
Terminal 2

Enter the terminal numbers in sequential order
Set IP Address to Auto and select yes



Terminal 3

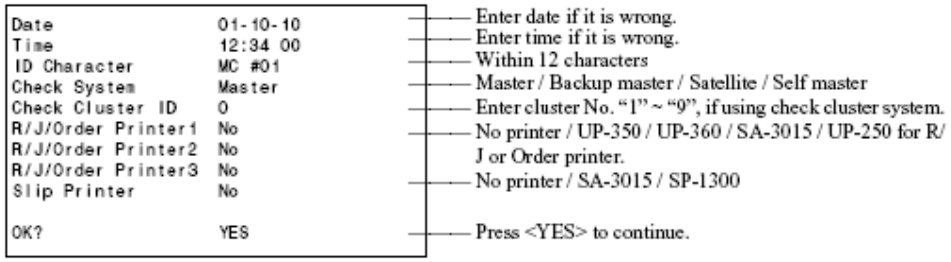
Enter the terminal numbers in sequential order
Set IP Address to Auto and select yes



This will give the following IP Address's to the QT-6000's

Master	192.168.000.001
Terminal 2	192.168.000.050
Terminal 3	192.168.000.051

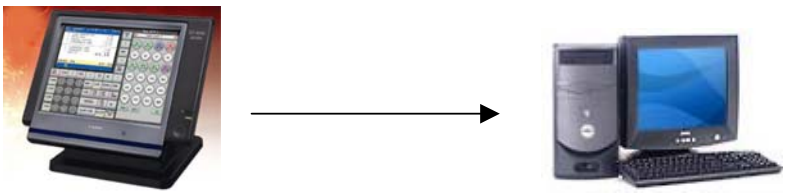
After this TCP/IP selection the Mac screen will now be displayed


Date 01-10-10
Time 12:34 00
ID Character MC #01
Check System Master
Check Cluster ID 0
R/J/Order Printer1 No
R/J/Order Printer2 No
R/J/Order Printer3 No
Slip Printer No
OK? YES
Enter date if it is wrong.
Enter time if it is wrong.
Within 12 characters
Master / Backup master / Satellite / Self master
Enter cluster No. "1" ~ "9", if using check cluster system.
No printer / UP-350 / UP-360 / SA-3015 / UP-250 for R/J or Order printer.
No printer / SA-3015 / SP-1300
Press <YES> to continue.

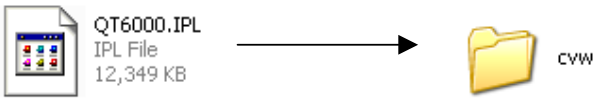
Loading the IPL via PC

Install CV-10 to your PC

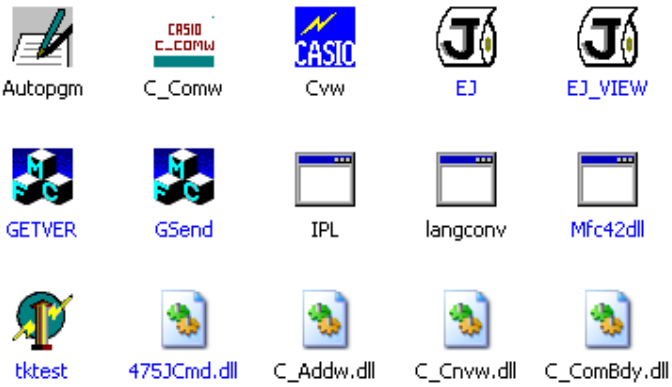
Plug your PRL-CB2 (RS-232 standard lap link cable) in to Com 1



Copy the QT-6000 IPL file to the CVW folder

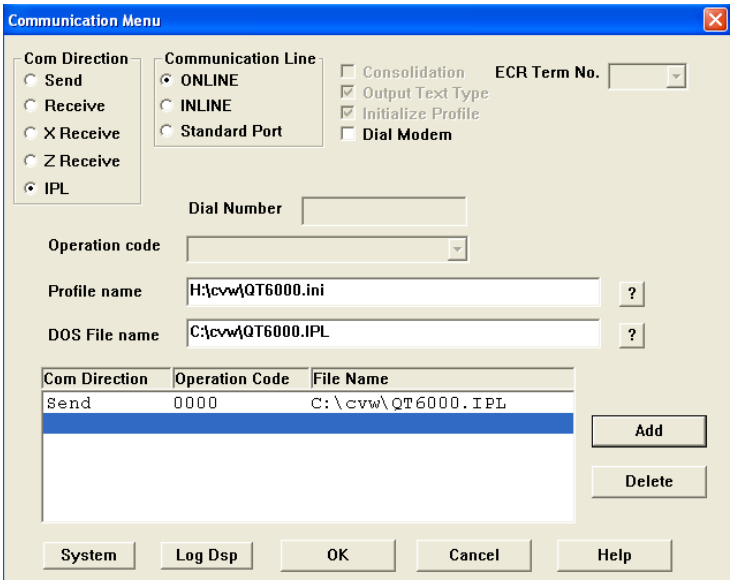


Go in to the CVW folder and double click on C_comw Icon



Double click on C_Comw Icon

You should see this screen



Tasks On the PC

(1) Set the Com direction to IPL

(2) Set Communication line to online

(3) Select profile name QT-6000.INI

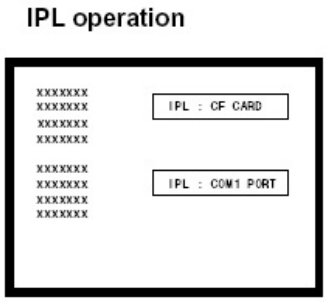
(4) Select the dos file name to Qt-6000.IPL

(5) Press the add key the screen should look the same as the above

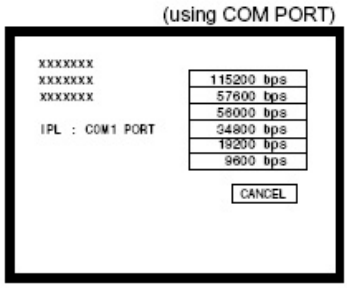
On the cash register

(1) Initialise the Terminal with 44449999 Sub-Total

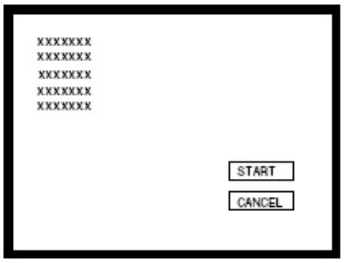
(2) Select IPL Com Port 1



(3) Select speed 115200



(4) Select Start



Press the <START> key to proceed,

After finishing IPL, machine initialization is necessary.

You should now see the following on the screen of the terminal

IPL : COM1 PORT

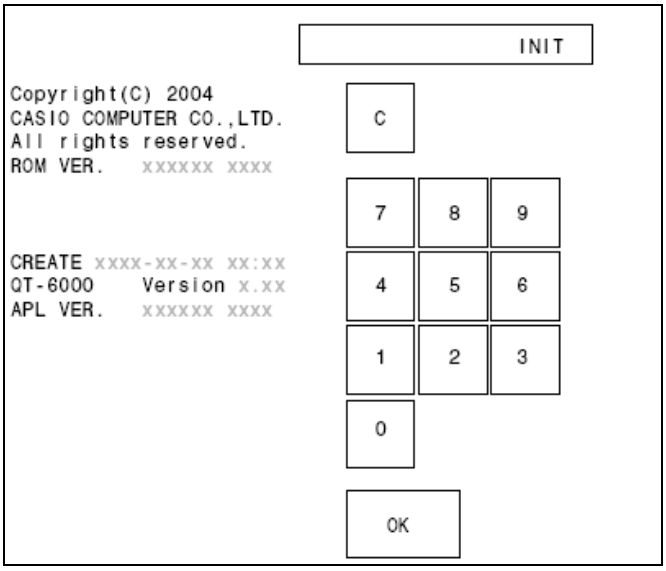
115200 bps

Waiting for IPL

Now select “OK” from the PC

The IPL will now be loaded to your terminal

After the IPL has loaded you will see the Mac screen



The next chapter of this manual will guide you though the Mac procedure for the QT-6000

CHAPTER 3

INITIALISING THE TERMINAL (Mac)

Machine Initialization

How to initialize the terminal

Preparation:

1. All peripheral devices and terminals of this cluster should be turned off.
2. Connect all of the peripheral devices (such as printer, display etc.) to terminal.

• In case of wire inline:

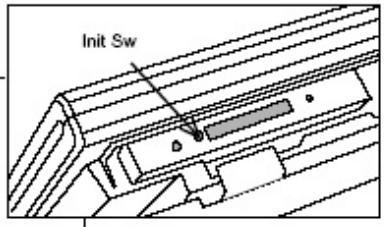
3. Connect all terminals by inline.

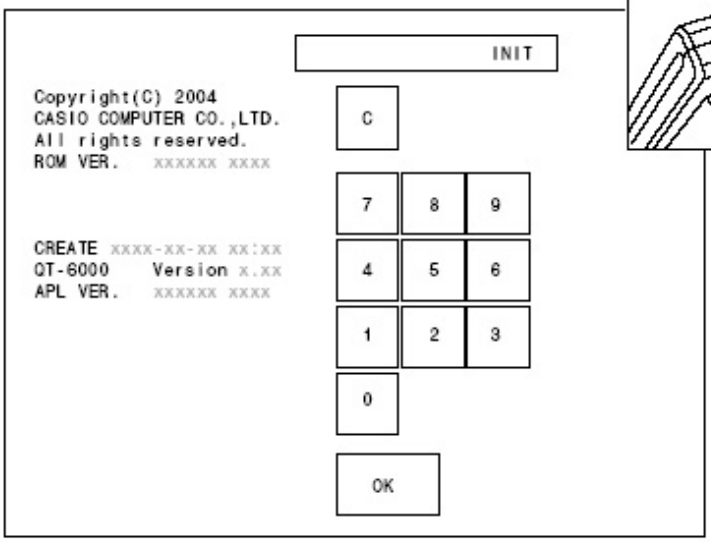
• In case of wireless inline:

3. Connect Wireless LAN card.

Operation:

4. Turn on all peripheral devices of a terminal.
5. Turn on this terminal with pressing the initialize switch and release.





6. After releasing the key, enter "20000" (U.S.), "10000" (other area: English), "40000" (other area: German), "50000" (other area: French), "60000" (other area: Spanish) and press the <OK> key.

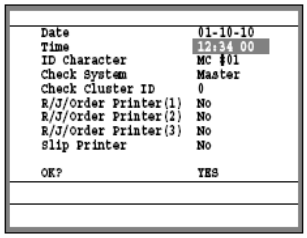
Enter 10000 for the UK Mac

Mac Screen

Date	01-10-10
Time	12:34 00
ID Character	MC #01
Check System	Master
Check Cluster ID	0
R/J/Order Printer1	No
R/J/Order Printer2	No
R/J/Order Printer3	No
Slip Printer	No
OK?	YES

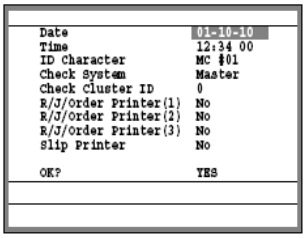
- Enter date if it is wrong.
- Enter time if it is wrong.
- Within 12 characters
- Master / Backup master / Satellite / Self master
- Enter cluster No. "1" ~ "9", if using check cluster system.
- No printer / UP-350 / UP-360 / SA-3015 / UP-250 for R/J or Order printer.
- No printer / SA-3015 / SP-1300
- Press <YES> to continue.

Setting the time



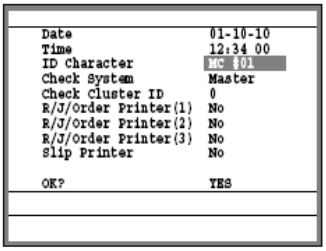
Time:
Enter the current date (HH/MM/SS order) and press the <YES> key.

Setting the date



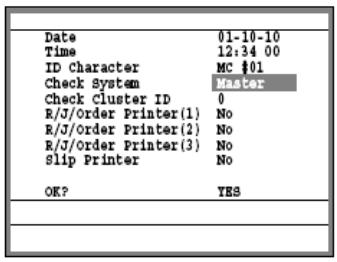
Data:
Enter the current date (YY/MM/DD order) and press the <YES> key.

Setting the ID Character

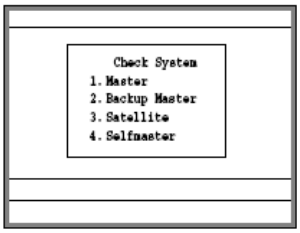


ID Character:
In ID character field, the auto-defined ID No. is shown. We recommend that you should not change the value.

Check tracking type selection



Check System:
Align the cursor as shown to the left.
The following is displayed by pressing <YES> key.



Explanation of Check Tracking Types

Master

This terminal controls all of the other Satellite terminals on the network as far as check tracking and clerk interrupt is concerned.
Please note you can only have one master per check tracking cluster.

Backup Master

This type of terminal is a mirror image of the master as far as check tracking and clerk interrupt data is concerned.
The back up master can take over the master's job if a fault occurs on the master terminal.
Please note you can only have one backup master per check tracking cluster.

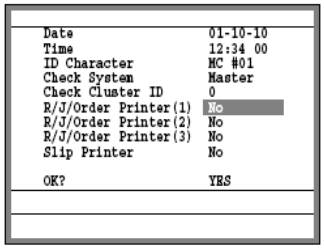
Satellite Terminal

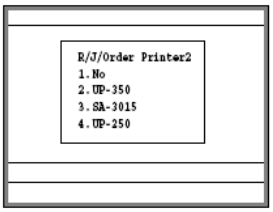
This type of terminal relies on the master for handling of Checks and Clerk interrupt buffers.
Each time you open a check or clerk interrupt buffer the satellite asks the master whether he can open the check or if the check / Clerk is already being used by another terminal.

Selfmaster

This type of terminal works independently from the network as far as check tracking and clerk interrupt, but allows the facilities of sharing printer's thought out the network, In-line readings and auto program transfer.

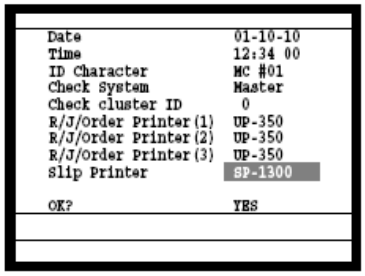
Printer type selection





Select one from the items in the above figure and press <YES> key.

Slip printer selection



12. In this field, you can select, "1. No/2. SA-3015/3. SP-1300" for slip printer.
Please choose former options and press the <YES> key.

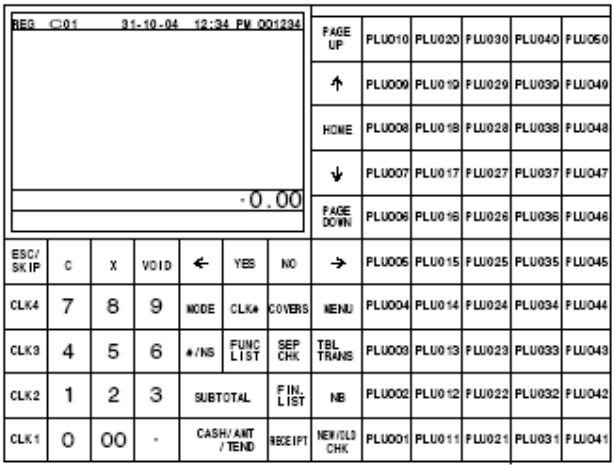
Final Confirmation

13.Please confirm all of the field and if they are all right, press the <YES> key to proceed the next step.

The terminal will now set up the Initial Casio program keyboard and memory allocation.

Casio QT-6000 standard keyboard layout

Standard keyboard

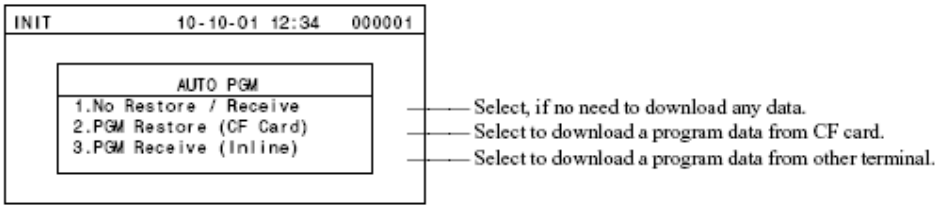


After the Mac procedure has finished the restore menu will be displayed

This menu allows you the option to restore a program that has previously been backed up to a CF card, or receive a program from another terminal in the In-line network

CF Card

Program restoration


INIT 10-10-01 12:34 000001
AUTO PGM
1.No Restore / Receive
2.PGM Restore (CF Card)
3.PGM Receive (Inline)
Select, if no need to download any data.
Select to download a program data from CF card.
Select to download a program data from other terminal.

• **Restore from CF card.**

Insert the CF card into the slot and select the appropriate file and press the <YES> key.

Note:

By selecting option 1 the standard Casio program will be loaded

To Restore the program In-line

Program copy from other terminal.

- **Program receive from other terminal.**

```
INIT              10-10-01 12:34   000001
  Receive Data        All PGM
  PGM Receive from    MC #05

  OK?                 YES
```

All Data (including totalizer) / All PGM (program only)

Select the machine to send the data.

Note:

In case of using wireless inline, we recommend that you should change the ESS ID / WEP KEY character for your security.

Flag Clear / INIT 2 Operation

These operations are used to clear terminal lock up's and clear sales figures for installation

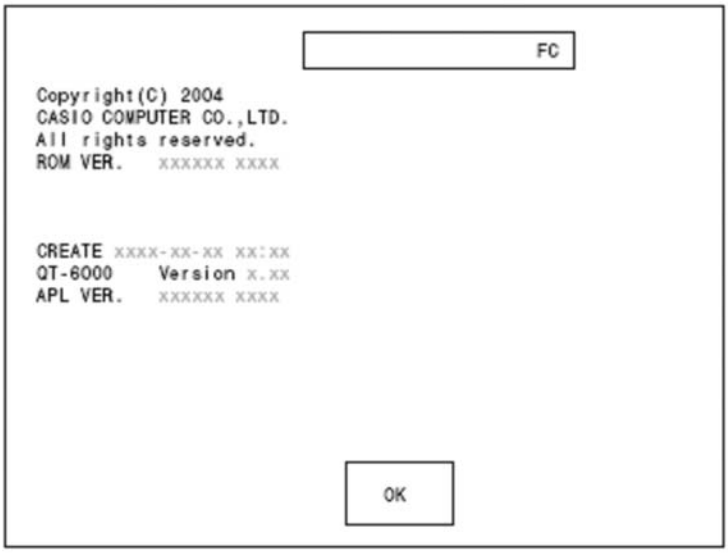
How to flag clear the terminal (or INIT2)

Preparation:

1. All peripheral devices and this terminal should be turned off.
2. Check the connection of all peripheral devices (such as printer, display etc.) of this terminal.
3. Check the connection of this terminal to inline.

Operation:

4. Turn on all peripheral devices of this terminal.
5. Turn on this terminal with pressing the <DISP ON/OFF> key.
6. Press <OK> key.

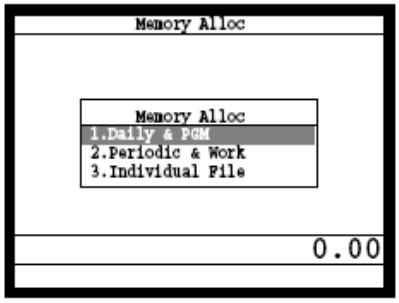


7. Select "1. Flag Clear" and press <YES> key to flag clear.
   or select "2.Init2" and press <YES> key and enter "8888888888" and <YES> key to Init 2.

CHAPTER 4

MEMORY ALLOCATION

Where ever possible please allocate the memory using the main Daily and Program option. Go to PGM 5 via the mode key and select option1 this will take you to the daily and program option.



3. Select "1. Daily & PGM" and press the <YES> key.

Programming options

Programming memory allocation (daily & program)

Location: <PGM5> → 1.Memory Alloc → 1.Daily & PGM

Daily & PGM		Title
Cashier/Clerk	15	Cashier/clerk record No. (0 ~ 99)
Check Tracking Tables	60	Check tracking table record No. (0 ~ 200, ~ 400: using customer func.)
Items/Table	60	No. of items per table (0 ~ 1000)
Item Blocks	1	No. of item blocks (0 ~ 9)
Table Analysis	10	Table analysis record No. (0 ~ 99)
PLU	324	PLU record No. (0 ~ 9999)
PLU 2nd@	324	PLU 2nd unit price record No. (0 ~ 9999)
Shift PLU	108	Shift PLU record No. (0 ~ 9999)
Scanning PLU Link	100	Number of scanning PLU link items (0 ~ 9999)
Pulldown Group	20	Pulldown group record No. (0 ~ 999)
Set Menu Table	30	Set menu table record No. (0 ~ 999)
Sub-Department	0	Subdepartment record No. (0 ~ 99)
Department	4	Department record No. (0 ~ 99)
Group	20	Group record No. (0 ~ 99)
Receipt/SLIP Msg	3	Receipt/Slip message record No. (0 ~ 96)
Text Recall	99	Text recall record No. (0 ~ 9999)
Order Char Link	10	Order character record No. (0 ~ 99)
Void Table	10	Void table record No. (0 ~ 99)
Free Function	100	Free function record No. (0 ~ 999)
---	0	(future use)
Time Zone	0	Time zone record No. (0 ~ 24)
Hourly Production	0	Hourly production record No. (0 ~ 96)
Hourly Labor	0	Hourly labor record No. (0 ~ 96)
Employee	0	Employee record No. (0 ~ 99)
Job Code	0	Job code record No. (0 ~ 50)
IDC Link	0	IDC link record No. (0 ~ 999)
IDC(1)	0	IDC (1) record No. (0 ~ 9999)
IDC(2)	0	IDC (2) record No. (0 ~ 9999)
IDC(3)	0	IDC (3) record No. (0 ~ 9999)
RAM	22688	The remainder of the memory. (bytes)

Daily and Program Explanation of files and rules

Memory Allocation rules

Always allocate the main memory allocation from the Daily and Program option (1) and not individual files wherever possible.

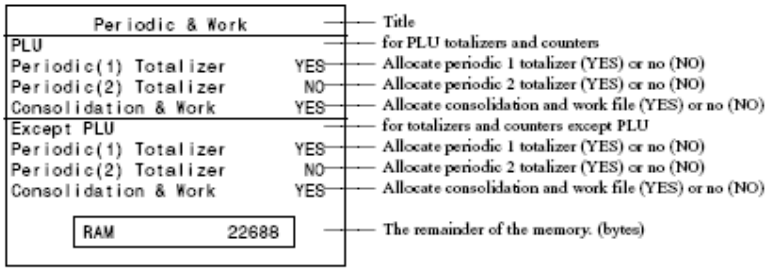
When allocating memory in the Daily and Program area there are lots of files that will change with out you knowing
The size of printer buffers and registration buffers are decided by what you allocate in this area.

If you are changing the number of tables or the number of items per table or the number of item blocks you must kill the number of table / items per table / number of item blocks then reallocate them in sequence.

If you are linking terminals together In-line or you are connecting to a PC you must allocate consolidation and work files for PLU's and Non PLU's in the 2rd option of memory allocation
(periodic and work area).

Selection 2 Periodic and work area's

Operation: <PGM5> → 1.Memory Alloc → 2.Periodic & Work


Periodic & Work
Title
PLU
for PLU totalizers and counters
Periodic(1) Totalizer YES
Allocate periodic 1 totalizer (YES) or no (NO)
Periodic(2) Totalizer NO
Allocate periodic 2 totalizer (YES) or no (NO)
Consolidation & Work YES
Allocate consolidation and work file (YES) or no (NO)
Except PLU
for totalizers and counters except PLU
Periodic(1) Totalizer YES
Allocate periodic 1 totalizer (YES) or no (NO)
Periodic(2) Totalizer NO
Allocate periodic 2 totalizer (YES) or no (NO)
Consolidation & Work YES
Allocate consolidation and work file (YES) or no (NO)
RAM 22688
The remainder of the memory. (bytes)

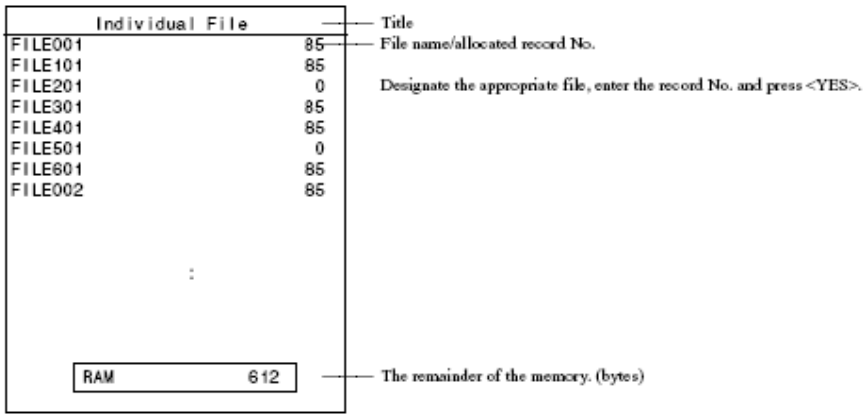
Note:

The Flag Clear operation resets "YES" status. However it does not reallocate the files that were already allocated on this screen.

Please be careful after you have flag Maced not to reallocate the periodic area's as the periodic sales totals will be lost

Please be very careful when allocating or re-allocating any files in the individual file section of programming.

Operation: <PGM5> → 1.Memory Alloc → 3.Individual File



These files will have to be allocated in Individual files section

New Memory Allocation Files

File 037 Customer File
File 042 Customer Group
File 050 Intelligent Electronic Journal
File 650 Intelligent Electronic Journal Collection
File 085 Menu level Character
File 087 Character Conversion for the CF card
File 701-710 Sound files
File 910 Bitmap file
File 115 Check Number Windows
File 116 Clerk Windows
File 123 Customer Title
File 174 Touch Screen Key table
File 274 Character Key Table
File 899 Wireless LAN Control
File 900 TCP/IP Control
File 907 Keyboard definition
File 908 Keyboard Themes

Original QT-6000 Files Allocated in individual area

File 027 if you are using more than 10 Dallas Keys
File 030 Clerk Detail file (Set to 10 records as standard)
File 038, 138, 238, 338, 438 Arrangement files
File 047 External Graphic Logo file
File 062 Scheduler file

Memory Allocation Files on Daily and program area

Cashier / Clerks (File 007)

Input the number of Cashiers or Clerks you require on the system.

Note

When changing the number of checks, items per check and number of Item blocks you must set all three files to zero them before reallocating the files.

Check tracking tables (File 015)

Input the number of tables you have + the number of Clerks on interrupt.

Number of Items per check (File 060)

Input the number of items per Table or Clerk Interrupt transaction.

Number of Item blocks

Item blocks are used to increase the number of items available per table.

Item blocks work by being able to take extra records from file 15 every record allocated is equal to one record of file number 15

For example 100 tables, 80 lines per table, 4 item block

This means you could have a table with 320 lines but then you will only be able to open 96 checks because the extra records from file 15 (check index file) are being used by the check just opened

Table Analysis (File 18)

This file allows you to take a report of tables that have been served and cashed off. It provides information such as the amount of money taken on a table or range of tables in an evening.

PLU (File 004)

Input the number of PLU's required

PLU 2@ price (File 054)

Input the number of half pints or doubles required

Shift PLU (File 055)

This file allows you to have up to 8 prices for each PLU
Input the number of shift PLU's required

Scanning PLU link (File 016)

This is the index file for scanning PLU's
Input the number of scanning PLU's required

Pulldown Groups (File 026)

This file allows you to have up to 20 PLU's with in a pulldown group. The lists can be accessed via a list or list# function keys
Input the number of pulldown lists required

Set Menu Table (File 028)

This file allows you to link PLU'S or Pulldown groups together for set menu reasons. For example you can link a starter pulldown group to a mains pulldown group to a dessert pulldown group this will make up your 3 course set menu. Please note this type of set menu must have a preset price you cannot use the plu prices.
Input the number of set menus you require

Sub-Department (File 003)

Sub departments give you a third level of linking after groups and departments. Input the number of sub-departments required

Departments (File005)

Input the number of departments required

Groups (File 006)

Input the number of groups required

Receipt / Slip Msg (File 32)

This file is allocated as standard so you do not need to allocate anything

Text recall (File 039)

This file allows you to pre program text for messages which can be accessed via a text recall function key

Order Character Link (File 065)

This file allows you to sort your kitchen printer orders by order character group so it is possible to sort the kitchen printer order by starters, mains, desserts Act
Input the number of order character groups you require.

Free Function Keys (File 002)

Input the number of free function keys

Time Zone (File 800)

If you are planning to use the time and attendance specification allocate this file to 24 records

Hourly Production (File 014)

If you are using fast food specification please allocate 96 records

Hourly Labour (File 14)

If you are using fast food specification please allocate 96 records

Employee File (File 19)

Enter the number of employees, which will have to clock in and out

Job Code (File 802)

Input the number of different jobs, which can be specified when clocking in.

IDC Link (File 804)

This file must be at least 5 times bigger than IDC 1, IDC 2 and IDC 3.

IDC 1 (File 057)

Enter the number of IDC lines you require

IDC 2 (File 058)

Enter the number of IDC lines you require

IDC 3 (File 059)

Enter the number of IDC lines you require

CHAPTER 5

ASSIGNING FREE FUNCTION KEYS

How to assign function keys

Using the mode key go to PGM 4

3-1. Programming key allocation

Operation: <PGM4> → 1.Keyboard → 1.Key Assign

Key Assign		
000.NOP	001.CASH	002.CHARGE
003.CHECK	004.CREDIT	005.FSTD
006.NB	007.EBTTD	008.PRCINQ
009.STKINQ	010.CHAR	011.PRT
012.CHKP	013.CLK TRAN	014.TBL TRAN
015.TIP	016.NRMRCT	019.LOAN
020.RC	021.PD	022.P.UP
023.COUPON	025.DEPOSIT	027.-
028.%-	029.+	030.%+
033.RF	034.VOID	036.CPN2
	:	

Function code / Initial character

- Method A: Select the function and press the appropriate key*.

* In case of presetting flat-PLU, department/subdepartment, record No. is necessary to enter before pressing the key.

- Method B: Select the function by the function code list (see the next page), enter record No. (in 4-digits) and function code (in 3-digits) and press the appropriate key.

** <LOCATION CHANGE> key should be allocated in check or clerk pop-up window.

Key assign to specified menu level

PGM4 - 1.Keyboard - 1.Key assign

nn000 <YES> --> Continue normal key assign operation

(1) "nn" is menu level number 01 to 15.
(2) If nn=00, it means current ver1.10 style.
(Specify all menu level)

nn000 <YES> --> <ESC> : Menu level nn is released.
nn000 <YES> --> mm000 <YES> :

Specify new menu level mm.

FILE002 empty record search

When assigning a key or a free function record which is linked to more than 2 keys is not over written.

Ex) Menu level 1 <CASH> links FILE002 REC#040
Menu level 2 <CASH> links FILE002 REC#040
Menu level 3 <CASH> links FILE002 REC#040

Then assign <NB> key to the position of menu level 3 <CASH>.

(Current spec QT-2100)

Menu level 1 <CASH> links FILE002 REC#040 ---> over written by NB key

Menu level 2 <CASH> links FILE002 REC#040 ---> over written by NB key

Menu level 3 <NB> links FILE002 REC#040 ---> over written by NB key.

(New spec)
Menu level 1 <CASH> links FILE002 REC#040 ---> No change
Menu level 2 <CASH> links FILE002 REC#040 ---> No change
Menu level 3 <NB> links FILE002 REC#??? ---> Use empty record

Explanation of Free Function Keys

Original function keys for pubs and Restaurants

Add Check (94)

This function allows two open checks to be added together

Arrangement key (44)

This function allows you to program sequences of buttons and function for example you can program a cash key to have a preset price for automatic change calculation

Clerk Number key (72)

This function allows you to sign clerks on and off the cash register You can use one key or multiple keys

Clerk transfer Key (13)

This Function allows you to transfer a balance from one clerk to another

Operation

Sign on clerk
Enter Clerk number you want to transfer from and hit the clerk trans key
Enter the clerk number you want to transfer to and hit the operator number key
Press the clerk transfer key

Customer number key (43)

This function allows you to enter the number of covers seating on a table

Discount Key

This function allow you to give a % discount off an individual item or multiple items
You can also give a 100% discount for buy one get one free

Dutch Account (140)

This function allows you to split the bill in to the number of people you would like after finalisation.

Operation

Finalise the transaction
Enter the number of people who would like a receipt
Press the Dutch account key

EJ Display Key (207)

This function allows you to review the transactions, which have already taken place. It also allows you to take guest receipts of previously registered transactions

Operation

Press the EJ Key
Scroll though the transactions till you find the one you were looking for
Press the guest receipt key

Error correct / Void (34)

This function allows you to make corrections to a check, tab or registration
This Function can also be linked to void reason, which allows you to monitor why items have been voided

House Bon (114)

This allows you to sell PLU's at zero unit prices
This function could be used for staff or complimentary

Operation

Press the house bon key
Register PLU's
To return to normal registration press 0 house bon

Ketten Bon (113)

This function allows you to produce individual stubs for each customer
It is used mostly in entrance machines
To use this function the PLU's must be set to go to an order printer

List / List # (136/137)

This function is used to display a group of items
List # allows you to view multiple list via one function key

Menu key (64)

This function allows you to shift between the 15 menu levels available on this terminal. It is also possible to lock the menu levels via the status programming of each individual key

New Balance (06)

This function is used to temporally finalise or hold a transaction

New check key (91)

This Function enables you to open new checks
Please note this function is needed when you want to use the table share function

New / Old Check (93)

This function is used to open and recall Checks / Tables

#/NS (041)

Used to open the drawer and for cash declaration for UK pub operation.

Operator Number Key (078)

This key is used when transferring from one clerk to another it is used to tell the operator number you are transferring to.
Please see the clerk transfer operation for more detail.

Post Entry (115)

This function is used to suspend and resume when using set Menu's.

Operation

Enter set menu register starter then main course and then press post entry for the dessert then press the NB key.
Call the transaction back line down to the post entry line and press the post entry function it will then display the dessert menu and allow you to make your selection.

Receipt (038)

This function allows you to produce post and guest receipts
It is also possible to select via the status of the key which printer the receipt should be printed to.

Second @ Price (070)

This function allows you to you a second price for PLU's.
This is usually used for half pints and doubles.

Shift PLU (65)

This function allows 8 price levels per PLU. Please note to use this function you must have the file set up in memory allocation
This function does not support second unit prices.

Table Number Key (58)

This function is a table reference number
It can be possible in some applications that you are using check number 123456 but setting at table number 1

Table transfer (014)

This function allows you to transfer from one table to another.
If you program the status bit (1000000) to the function key it will allow you to add to a check that is already open.

This function can also be used to transfer sub-total balances for simple hotel specifications

Text Recall (010)

This function allows you to register pre-determined text

Tray Total (074)

This function allows you to get a sub-total of each tray that has been registered in a canteen type application

Function Keys for Scanning

OBR key (103)

This function allows you to enter a bar code manually

New Functions

Customer # Key (148)

This function is used for our customer accounts system
There is a maximum of 200 accounts

Operation

1 customer number (Or push the customer No and select)

Register some items

Press the table transfer key if you have set up auto check transfer. If not press the number of the table you wish to transfer to then check transfer if you have not set up auto check transfer.

Call the customer back via the customer # function
Press the payment key to finalise at any time
Then select the customer you would like to finalise you will then see the detail of the account. Press one of the finalise keys
After finalisation the terminal will ask you whether you would like to reset the customers details or not (This is programmable)

Location Key (260)

This function can only be used in the clerk and check windows
These keys are used to navigate around such as previous, next, back, forward.

Mode Key (124)

This function key allows you to select which mode you would like to be in.

Order Character Change function (252)

This allows you to change the order character printing destination of an items to the kitchen

For example you would like to send a starter to the kitchen as a main course you could redirect the item from the starters to main courses on the kitchen printer.

Payment key (149)

This function is used in conjunction with the customer accounts system please see the Cust # key on the pervious page to see a full description of how the customer accounts work.

Search function (246)

This function allows you to search the PLU file by character.
This functionality is also available by using the PLU key.

Separate Check (095)

This function is used to split a bill in to the number of people sitting at a table or the amount of people paying for the meal. Each Item of the bill can be separated in to another temporary check/table for payment. On this model it is also possible to separate to multiple check at the same time in order to do this you must set the option multi sep check in the check tracking area of program 3.

Table Share (261)

This function allows you to sit several people around the same table but each person has there own check number.This can be done by splitting the main check in to sub checks.

For example

4 people are sharing table 1 the first person who sits at the table will be assigned check number 1.
The second person who sits down will be assigned check number 1-1 the third person will be assigned 1-2 the forth person 1-3.

Memory Allocation General Notes

If you want to use clerk interrupt please make sure you have a NB key allocated in the free function file.

If you want to use a Slip printer please make sure you have a Slip print key allocated in the free function file.

If you are using the table share function you must have a new check key in the free function file

Location keys can only be assigned to the check and clerk window screens

The post entry function must be assigned to the keyboard
It can't be used in a pull down function list

CHAPTER 6

SETTING UP SHARED CHECK TRACKING

Setting up the network to use shared check tracking

Master

Back-up Master

Satellite

IP Address
192.168.000.001

IP Address
192.168.000.050

IP Address
192.168.000.051

Operation: <PGM3> → 1.Machine Feature → 11.System Connection

System Connection

* 1	MC #01	020101000000	Descriptor and parameter (refer the worksheet below) * means my ID.
	192163000001		
2		000000000000	
	000000000000		IP address
3		000000000000	
	000000000000		
		:	
33		000000000000	
	000000000000		

System Connection Table for Master

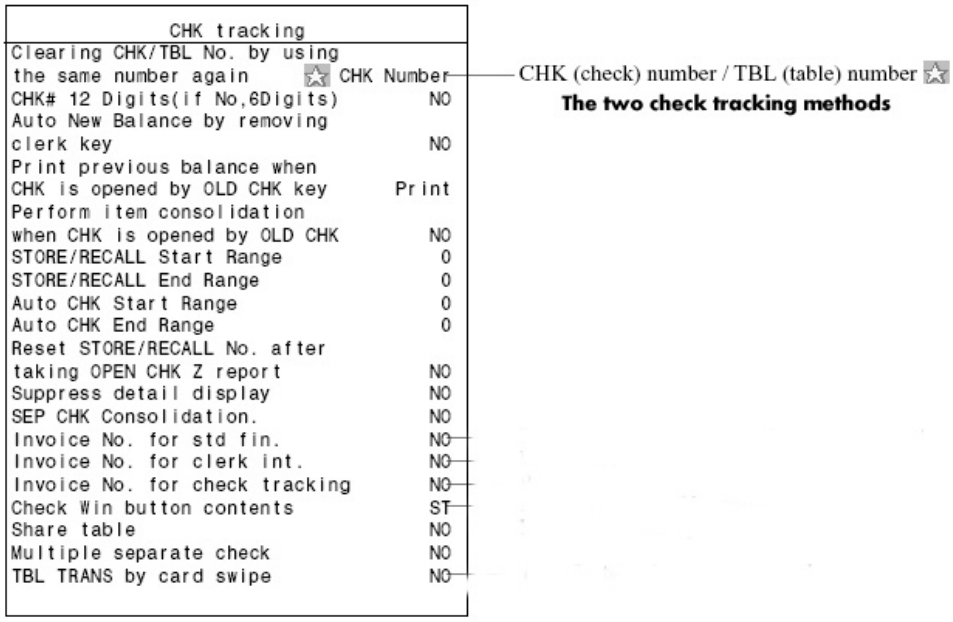
MC#01
* 1 020101000000
MC#02
2 010202000000
MC#03
3 010000000000

Note

The Back-up master and satellite terminals should have the same connection tables apart from their own terminal will have the * symbol and the first two digits of their own terminal will be 02

Methods of clearing the check file

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 15.CHK Tracking


CHK tracking
Clearing CHK/TBL No. by using
the same number again
CHK Number
CHK# 12 Digits(if No,6Digits) NO
Auto New Balance by removing
clerk key NO
Print previous balance when
CHK is opened by OLD CHK key Print
Perform item consolidation
when CHK is opened by OLD CHK NO
STORE/RECALL Start Range 0
STORE/RECALL End Range 0
Auto CHK Start Range 0
Auto CHK End Range 0
Reset STORE/RECALL No. after
taking OPEN CHK Z report NO
Suppress detail display NO
SEP CHK Consolidation. NO
Invoice No. for std fin. NO
Invoice No. for clerk int. NO
Invoice No. for check tracking NO
Check Win button contents ST
Share table NO
Multiple separate check NO
TBL TRANS by card swipe NO
CHK (check) number / TBL (table) number
The two check tracking methods

There are two methods of check tracking they are as follows

Check tracking method

1. The check is cleared after printing finalized data on slip or guest check receipt, or the check is also cleared when the new or old check operation is made on the terminal finalized the transaction.

Table tracking method

2. The check is cleared after printing finalized data on slip or guest check receipt, or the check is also cleared when the same finalized check number is assigned in new check operation.

Please note most businesses will use the table number method

CHAPTER 7

SETTING UP FLOATING CLERK INTERRUPT

Setting up the network to use floating clerk interrupt

Master

Back-up Master

Satellite

IP Address
192.168.000.001

IP Address
192.168.000.050

IP Address
192.168.000.051

Operation: <PGM3> → 1.Machine Feature → 11.System Connection

System Connection		
* 1	MC #01	020101000000
	192163000001	
2		000000000000
	000000000000	
3		000000000000
	000000000000	
	:	
33		000000000000
	000000000000	

Descriptor and parameter (refer the worksheet below)
* means my ID.

IP address

System Connection Table for Master

MC#01
* 1 020101000000
MC#02
2 010202000000
MC#03
3 010000000000

Note

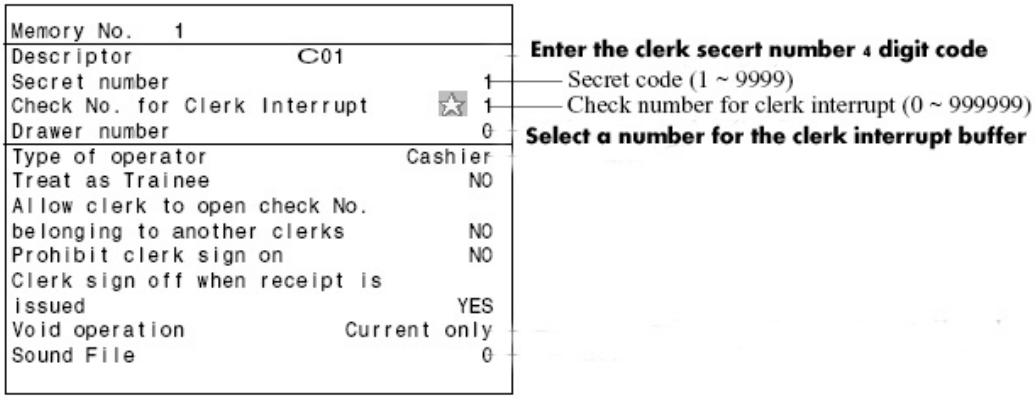
The Back-up master and satellite terminals should have the same connection tables apart from their own terminal will have the * symbol and the first two digits of their own terminal will be 02

Clerk Programming

In the clerk program please make sure that the clerk interrupt operators have been assigned clerk interrupt buffers

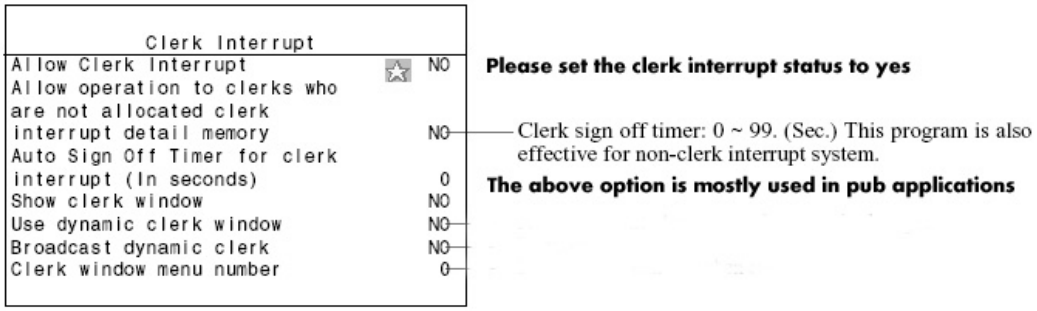
Programming clerk control

Operation: <PGM3> → 2.Clerk → 1.Clerk Feature → Select clerk


Memory No. 1
Descriptor C01
Secret number 1
Check No. for Clerk Interrupt 1
Drawer number 0
Type of operator Cashier
Treat as Trainee NO
Allow clerk to open check No. belonging to another clerks NO
Prohibit clerk sign on NO
Clerk sign off when receipt is issued YES
Void operation Current only
Sound File 0
Enter the clerk secert number 4 digit code
Secret code (1 ~ 9999)
Check number for clerk interrupt (0 ~ 999999)
Select a number for the clerk interrupt buffer

Clerk Interrupt programming

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 16.Clerk Interrupt

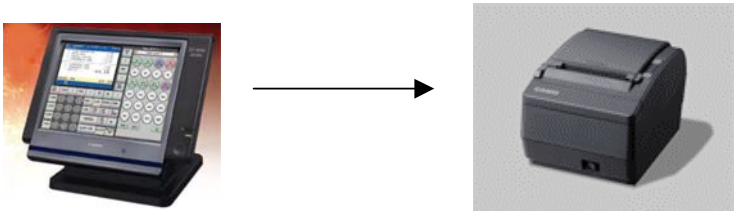

Clerk Interrupt
Allow Clerk Interrupt NO
Allow operation to clerks who are not allocated clerk interrupt detail memory NO
Auto Sign Off Timer for clerk interrupt (In seconds) 0
Show clerk window NO
Use dynamic clerk window NO
Broadcast dynamic clerk NO
Clerk window menu number 0
Please set the clerk interrupt status to yes
Clerk sign off timer: 0 ~ 99. (Sec.) This program is also effective for non-clerk interrupt system.
The above option is mostly used in pub applications

Please make sure you have a New Balance key allocated in the free function file.

CHAPTER 8

SETTING UP PRINTING AND SHARED PRINTING

Stand-Alone printing



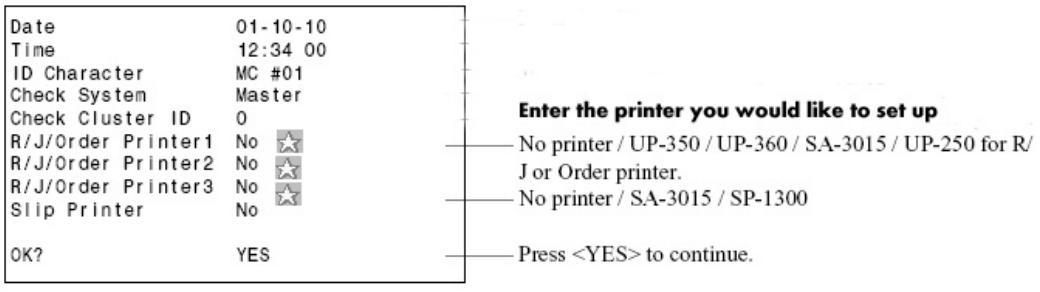
Shared printing

Method 1

Set up at mac stage

When you initialise the QT-6000 if the printer is connected and switched on the Terminal will automatically see the printer and set up the relevant I/O parameters for you.

Receipt and Journal printing will be set for my printer


Date 01-10-10
Time 12:34 00
ID Character MC #01
Check System Master
Check Cluster ID 0
R/J/Order Printer1 No
R/J/Order Printer2 No
R/J/Order Printer3 No
Slip Printer No
OK? YES
Enter the printer you would like to set up
No printer / UP-350 / UP-360 / SA-3015 / UP-250 for R/J or Order printer.
No printer / SA-3015 / SP-1300
Press <YES> to continue.

Method 2

Setting up after the Mac/Init stage

Programming I/O parameter

Operation: <PGM3> → 1.Machine Feature → 12.I/O Parameter

I/O Parameter		
0001-902		0000000000
0002-902		0000000000
0003-902		0000000000
0004-902	**Printer set up 1**	0000000000
0005-902	**Printer set up 2**	0000000000
0006-902		0000000000
0007-902		0000000000
0008-902		0000000000
0009-902		0000000000
0010-902		0000000000
0011-902	**Printer set up 3**	0000000000
0012-902		0000000000
0013-902		0000000000
0014-902		0000000000
0015-902		0000000000

Worksheet for I/O parameter program

Printer 1 (Linked to Com port 4)

Fourth record (Printer 1)

Note: Besides flag clear, please turn off and on the printer.

Description	Choice	Program code
Using RS-232C port for printer: COM4 = 4, COM5 = 5, COM6 = 6 (0, 1 ~ 3, 7 ~ 9: no connection)	Significant number	D_4
Baud rate of the RS-232C port for printer: 19200bps = 0, 9600bps = 1	Significant number	D_3
Using printer connected to RS-232C port: No printer = 99 • UP-350 = 00 • UP-360 = 03 • UP-250 = 02	Significant numbers	D_2 D_1

Printer 2 (Linked to Com port 5)

Fifth record (Printer2)

Note: Besides flag clear, please turn off and on the printer.

Description	Choice	Program code
Using RS-232C port for printer: COM4 = 4, COM5 = 5, COM6 = 6 (0, 1 ~ 3, 7 ~ 9: no connection)	Significant number	D_4
Baud rate of the RS-232C port for printer: 19200bps = 0, 9600bps = 1	Significant number	D_3
Using printer connected to RS-232C port: No printer = 99 • UP-350 = 00 • UP-360 = 03 • UP-250 = 02	Significant numbers	D_2 D_1

Printer 3 (Linked to Com port 6)

Eleventh record (Printer 3)

Note: Besides flag clear, please turn off and on the printer.

Description	Choice	Program code
Using RS-232C port for printer: COM4 = 4, COM5 = 5, COM6 = 6 (0, 1 ~ 3, 7 ~ 9: no connection)	Significant number	D_4
Baud rate of the RS-232C port for printer: 19200bps = 0, 9600bps = 1	Significant number	D_3
Using printer connected to RS-232C port: No printer = 99 • UP-350 = 00 • UP-360 = 03 • UP-250 = 02	Significant numbers	D_2 D_1

Setting up the printer connection table

Programming printer connection

Operation: <PGM3> → 1.Machine Feature → 13.Printer Connection

→ Select record and define "printer type", "main printer" and " backup printer"

Printer Connection

1	Rct	MC #01	/1	MY PRINTER	/0
2	Report	MC #02	/2	MC #01	/1
3	Order1	MC #03	/1	MC #03	/2
4	Order2	MC #01	/1	MC #03	/1
5	Order3				
6	Order4				
7	Order5				
8	Order6				
9	Order7				
10	No				
11	No				
		:			
24	No				

My Printer = Actually connected to the terminal

RS232 Printer= Connected to other terminal

Printer type definition field

Main printer definition field

Backup printer definition field

Printer type selection:
No (No printer), R/J (receipt/journal), Report, Order 1 ~ 7
Main/ backup printer selection:
My Printer /1, My Printer /2, My Printer /3, RS-232C Printer, N
- /1 designates "Printer 1" of the I/O parameter file.
- /2 designates "Printer 2" of the I/O parameter file.
- /3 designates "Printer 3" of the I/O parameter file.

Note:

The 10-th through 16-th record of this file are used for the printer definition of order II change of the Manager function.
The 17-th through 24-th record are not used.

To keep continuity in the programming side I would suggest that all Multi terminal sites are programmed as RS232 printer in all terminals.

CHAPTER 9

SETTING UP RF COMMUNICATIONS

Access Point that must be used

54 Mbps Wireless Access Point WG602

Wireless Card that must be used

32 – Bit Wireless PC Card SMC2835W Version 2

The communication between terminals is Ethernet with TCP/IP
The speed is 10/100Base-T/Tx for a wired Configuration
And .11g for RF communications the speed is 54Mbps

Please note the above access point and wireless card are the only ones that can be used with the QT-6000 system.

Casio do not recommend or support any other type of equipment.

Wiring Configuration 1 (wired and RF)

Wiring configuration 2 RF only

Setting up the PC (TCP/IP) and the Access point

PC SETTINGS

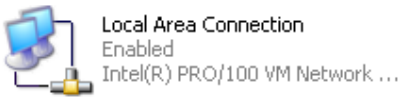
Changing the TCP/IP settings on your PC
(Can be found in the control panel)

Instructions for Windows XP

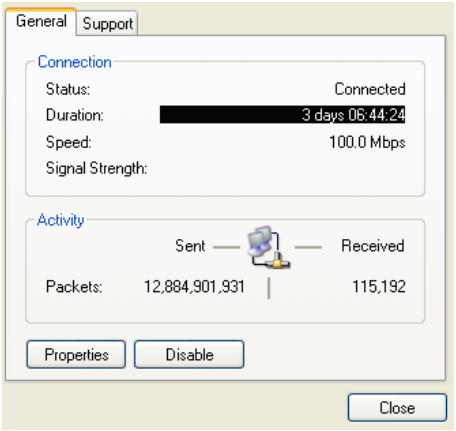
Go to your control panel

Go to Network settings

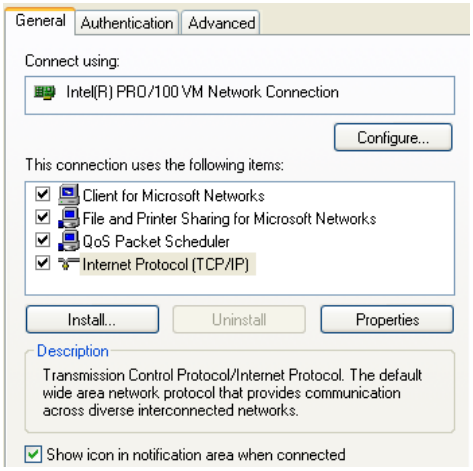
Double click on network connections



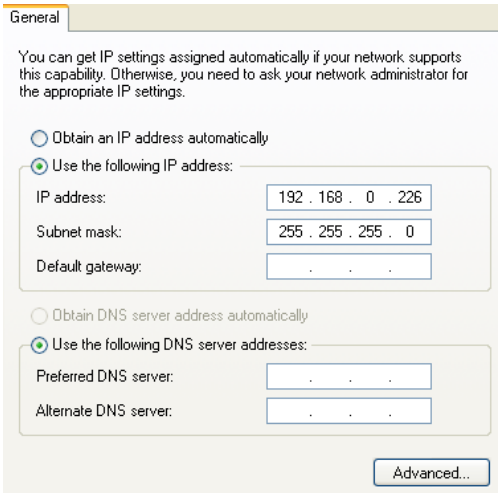
Double click on local area connection



Double click on properties



Double click on Internet protocol (TCP/IP)


General
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.
Obtain an IP address automatically
Use the following IP address:
IP address:
192 . 168 . 0 . 226
Subnet mask:
255 . 255 . 255 . 0
Default gateway:
Obtain DNS server address automatically
Use the following DNS server addresses:
Preferred DNS server:
Alternate DNS server:
Advanced...

Click on “use the following IP address”

Enter the IP address 192.168.0.226

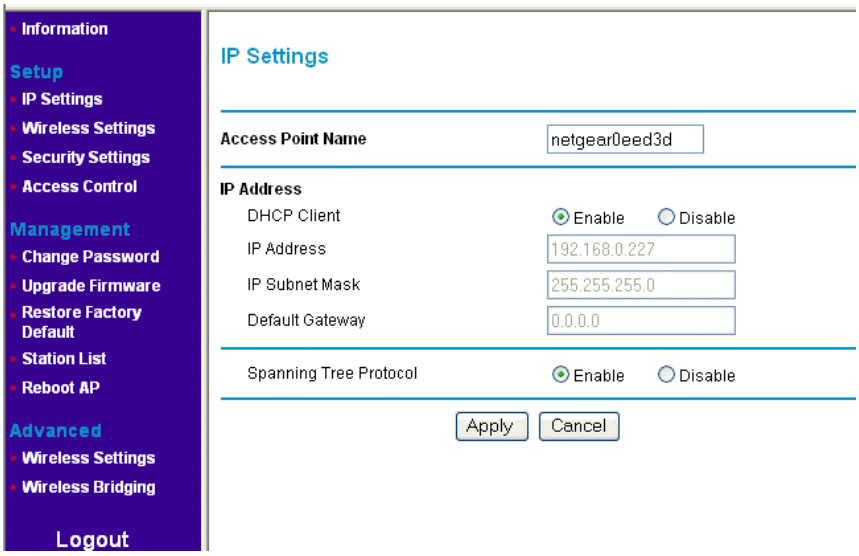
Enter the subnet mask to 255.255.255.0

Connect the access point to the Ethernet board of the PC and read the follow pages of how to set up the access point.

Access point settings

The standard IP address of the Access point is 192.168.0.227

Standard IP address and access point name



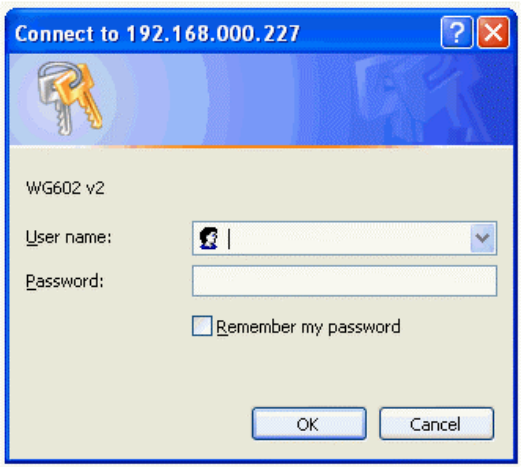
In order to see the access point software settings firstly click on the Internet explorer icon

At the command line type

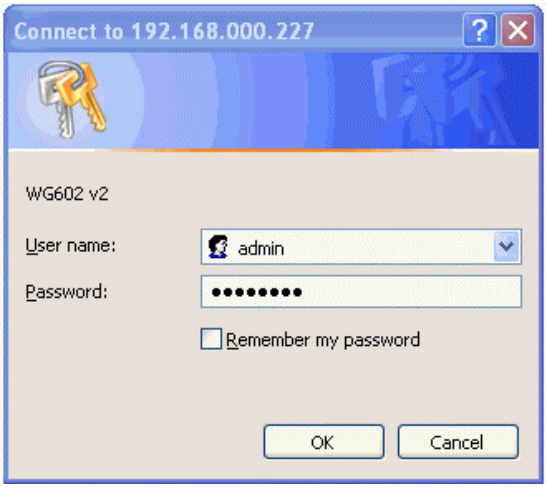
http://192.168.0.227 You should now see the following software

You must at this point log on with a user name and password

The following screen will be displayed



The user name is admin
The password is password



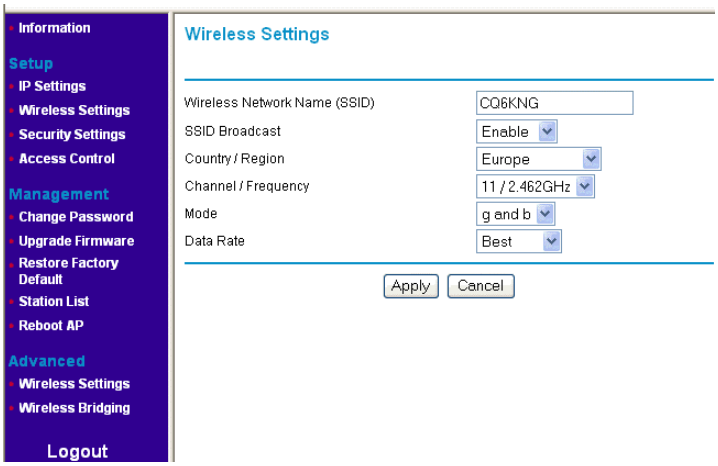
Click Ok after entering the correct user name and password

The QT-6000 default setting's for ID and WEP address are

SSID: CQ6KNG

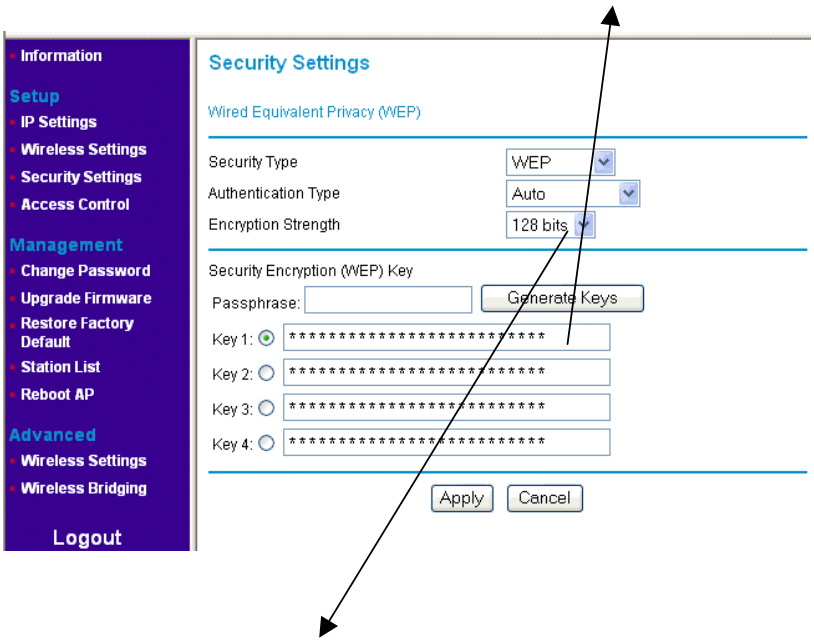
Please set these settings in the option below

Wireless settings



The WEP Code is set to: 43434852443230303400000000

Delete and enter the new code here



Make sure this is set to 128 bit

These setting will make the access point compatible with the QT-6000’as far as the SSID and WEP encryption code

If the firmware version in the access point is older than 3.2rc6, Please download the updated firmware from the Netgear web site.

Note:

The ID and encryption code is recommended to be unique for each site for security reason.

ESSID: Up to 32 characters can be programmed.

WEP: Encryption: up to 26 digits
(WIRED EQUIVALENT PRIVACY)

When looking at the overall settings they should look like this

Access Point Information

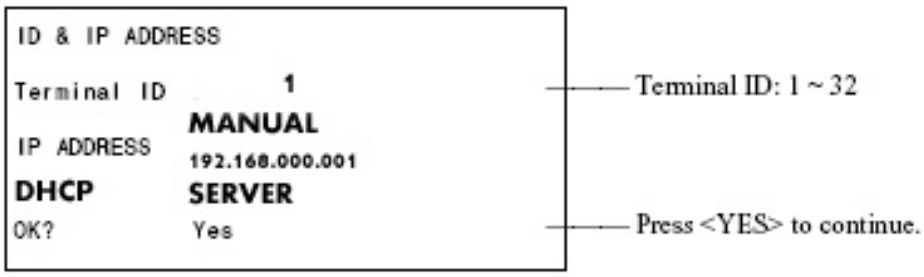
Information

Access Point Information	
Access Point Name	netgear0cd8f7
MAC Address	00:0F:B5:0C:D8:F7
Region	Europe
Firmware Version	3.2rc6
Current IP Settings	
IP Address	192.168.0.227
Subnet Mask	255.255.255.0
Default Gateway	0.0.0.0
DHCP Client	Disable
Current Wireless Settings	
Wireless Network Name (SSID)	CQ6KNG
Channel	11 / 2.462GHz
Encryption Type	WEP(128bits)
Access Control	Disable

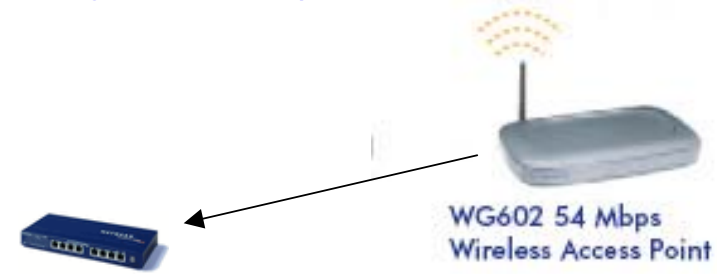
Step by Step installation for wiring configuration1

(Wired and RF Network)

1. Connect the first terminal to the Hub
2. Connect the access point to the Hub
3. Initialise the first terminal with 10000
4. Enter the terminal number as 1
5. You should see the screen on the next page
6. Select yes at the bottom of the screen.
7. This will set up the first terminal as the DHCP Server (Dynamic Host Configuration Protocol)



Configuration set up so far



Netgear FS108

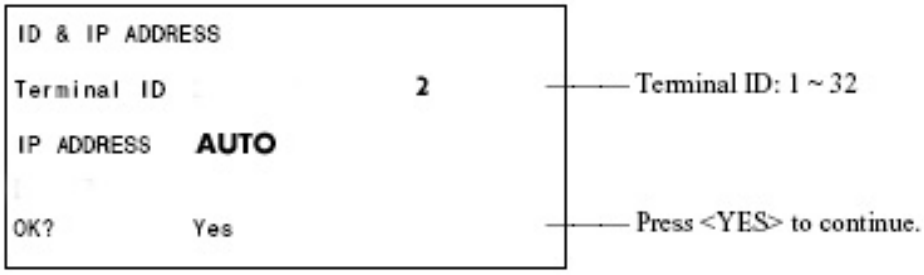
Step 2

Add a second terminal to the configuration

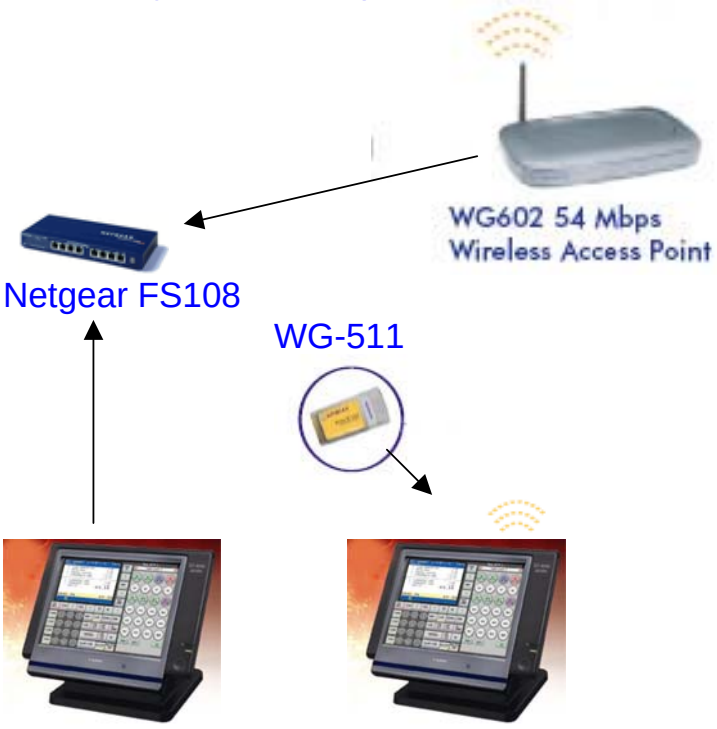
Install the wireless card in to the PCMCIA slot at the top of the QT-6000.

Initialise the terminal with 10000
Enter the terminal number as 2
You should see the screen below select yes at the bottom of the Screen

This will automatically give terminal number 2 the IP Address of 192.168.000.050 Via the access point



The configuration set up so far

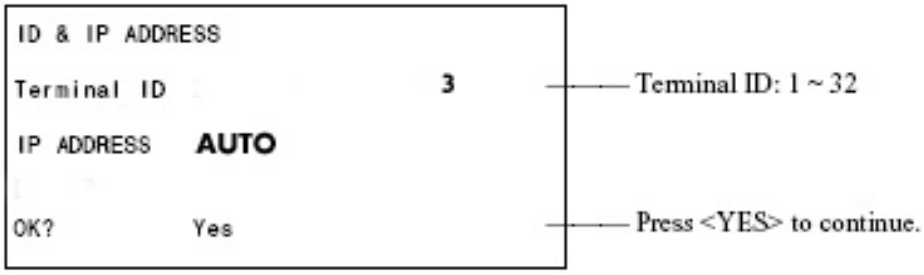


Step 3

Add a third terminal to the configuration
Install the wireless card in to the PCMCIA slot at the top of the QT-6000.

Initialise the terminal with 10000
Enter the terminal number as 3
You should see the screen below select yes at the bottom of the Screen

This will automatically give terminal number 2 the IP Address of 192.168.000.051 Via the access point



This will automatically give terminal number 3 the IP Address of 192.168.000.051 Via the access point

The Final configuration

How to remove the Netgear RF card from the terminal

1. Change the I/O Parameter Settings

First record (Inline)

Description	Choice	Program code
Wire Inline = 0, Wireless Inline = 1	Significant number	D_3
TCP/IP port group number: Group 1 = 0/1, Group 2 = 2 (Choose Group2 if conflicting with auxiliary inline device)	Significant number	D_2
Always "0"		0 D_1

2. Perform flag clear operation

3. Power OFF

4. Pull out the WG511 from QT6000

5. Power ON

Changing the WEP address

For security reasons you should change the WEP address please follow the sequence below to change the WEP

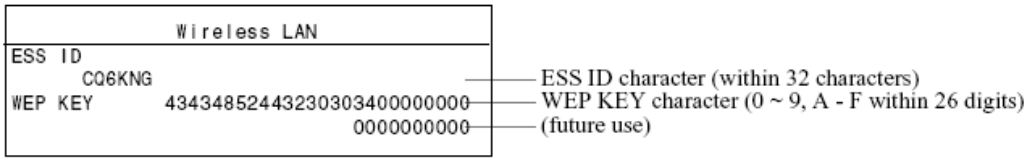
1. Use AP with QT6000 default ID and key.

2. Init ECR#1 with DHCP server ON
   Init #2 onward as we did it

3. Change ECRs ESSID and WEP key at master.
   Send ESSID and key information to other terminal via inline(via RF in this case).

4-1-31 Programming wireless LAN

Operation: <PGM3> → 1.Machine Feature → 30.TCP/IP



Note: New ESSID and WEP becomes effective AFTER flag clear.

4. Set Access Point with new ESSID and key

5. Perform flag clear ONE BY ONE

Start from terminal #1, terminal #2 should then perform a flag clear when Terminal #1 has completed the flag clear process continue the procedure until you have completed all terminals

6. If for some reason a new terminal is added to the network, Please enter the IP address manually.

You should start straight away by changing ESSID and the key for Access Point.
By using the above sequence you can prove that all hardware (access point and RF cards) are working correctly

This will also prove that the network is set up correctly and that the network is working under the default settings for Wep or ID.

CHAPTER 10

New Memory Allocation and functions keys

New Memory Allocation Files

File No	File Name	Changes
074	PHYSICAL KEY TABLE	Max allocatable records 2, Key Table - 001 not used 002 for display on/off
174	TOUCH SCREEN KEY TABLE	New file
274	CHARACTER KEY TABLE	New file
899	WIRELESS LAN CONTROL	New file
900	TCP CONTROL	New file
901	SYSTEM CONNECTION	IP Address Added. Order Pgm & Order status no longer used
906	DISPLAY COLOR DEFINITION	Number of records increased to 99
907	KEYBOARD COLOR DEFINITION	New
908	KEYBOARD THEME	New
003	SUB DEPARTMENT	Colour link added
004	PLU	Default record number memory allocated increased to 750
005	DEPARTMENT	Record length increased to 58
007	CLERK	Record length increased to 96
027	CLERK KEY ID	Record length increased to 17. Max number of records increased to 300.
011	CLERK DETAIL	Default record number memory allocated increased to 750
060	CHECK DETAIL	Max allocatable records increased to 65000
037	CUSTOMER	New file
042	CUSTOMER GROUP	New file
123	CUSTOMER TITLE	New file
057	IDC 1	Max allocatable records increased to 65000
058	IDC 2	Max allocatable records increased to 65000
059	IDC 3	Max allocatable records increased to 65000
063	IDC BUFFER	Max allocatable records increased to 65000
016	SCANNING PLU	Max allocatable records increased to 9999
022	GENERAL CONTROL	Max allocatable records increased to 44, default memory allocated increased to 44
023	SPECIAL CHARACTER	Max allocatable records increased to 78, default memory allocated increased to 78
024	REPORT HEADER	Max allocatable records increased to 40, default memory allocated increased to 40
026	PULLDOWN GROUP	Record length increased to 121. Colour link added
029	BATCH X/Z	Record length increased to 10. Program added
. 050	ELECTRONIC JOURNAL (INTELLIGENT)	New file
650	EJ COLLECTION (INTELLIGENT)	New file
115	CHECK NUMBER POP UP	New file
116	CLERK POP UP	New file
701-710	SOUND FILES 1 to 10	New file
910	KEYBOARD BITMAP	New file

The new functions keys are shown in yellow

Function	Code	Initial character	Function	Code	Initial character
Add check	094	ADD CHK	Non-add	040	#
Arrangement	044	ARG	Non-add / No sale	041	#/NS
Bill copy	047	BILL	Number of customer (Covers)	043	CT
Break-in / out	109	BREAK-IN/OUT	OBR	103	OBR
Cancel	236	CANCEL	Old check	092	OLD CHK
Cash amount tendered	001	CASH	Open	067	OPEN
Charge	002	CHARGE	Open2	068	OPEN2
Check endorsement	039	CK.E	Open Check	117	OPEN CHK
Check print	012	CHKP	Operator number	078	OPE#
Check tender	003	CHECK	Operator read / Reset	073	OPE X/Z
Clerk number	072	CLK#	Order character change	252	ORDER CHAR
Clerk transfer	013	CLK TRANS	Paid out	021	PD
Clock-in/out	108	CLOCK-IN/OUT	Payment	149	PAYMENT
Coupon	023	COUPON	Pick up	022	P.UP
Coupon 2	036	CPN2	Plus	029	+
Coupon number	110	COUPON#	PLU	048	PLU#
Credit	004	CREDIT	Post entry	115	POST ENTRY
Cube	090	XXX	Premium	030	%+
Currency exchange	045	CE	Price inquiry	008	PRCINQ
Customer ID number	148	CUST#	Price	049	PRC
Declaration	061	DECLA	Quantity / For	083	QT
Department	051	DEPT nn	Recall	131	RECALL
Department number	135	DEPT#	Receipt	038	RCT
Deposit	025	DEPOSIT	Receipt On / Off	076	RCT ON/OFF
Discount	028	%-	Received on account	020	RC
Display mode	219	DISP MODE	Refund	033	RF
Display on/off	120	DISP ON/OFF	Reverse display	206	REVERSE DSP
Dutch account	140	DUTCH	Round repeat	116	ROUND REPEAT
Eat-in	128	EAT-IN	Seat number	119	SEAT#
EBT tender	007	EBTTD	Second unit price	070	2nd@
Electronic journal display	207	EJ DISP	Selective item subtotal	085	SIST
Error correct / Void	034	VOID	Separate check	095	SEP CHK
First unit price	069	1st@	Shift PLU	065	SFT PLU
Flat PLU	063	PLU nnnn	Slip back feed / Release	054	SB/R
Food stamp status shift	059	F/S	Slip feed / Release	056	SF/R
Food stamp subtotal	081	FSST	Slip print	055	SLIP
Food stamp tender	005	FSTD	Square	084	XX
House Bon	114	HOUSE BON	Stock inquiry	009	STKINQ
Item search	246	SEARCH	Store	130	STORE
Ketten Bon	113	X/KETTEN	Subdepartment	133	SUBDEPT nn
List	136	LIST	Subdepartment number	134	SDPT#
List number	137	LIST#	Substitution	111	SUBST.
Loan	019	LOAN	Subtotal	075	SUBTOTAL
Location change	260	LOCATION	Table number	058	TBL#
Lock out unused key	000	NOP	Table sharing	261	TBL SHARE
Media change	118	MEDIA CHG	Table transfer	014	TBL TRANS
Menu shift	064	MENU	Takeout	129	TAKE-OUT
Merchandise subtotal	080	MDST	Tax status shift	057	T/S
Minus	027	-	Taxable amount subtotal	077	TAST
Mode	124	MODE	Tax exempt	062	EXEMPT
Multiplication	082	X	Text print	011	PRT
New balance	006	NB	Text recall	010	CHAR
New check	091	NEW CHK	Tray total	074	TRAY TTL
New / Old check	093	NEW/OLD	Tip	015	TIP
Normal receipt	016	NRMRCT	Validation	037	VLD
No sale	042	NS	VAT	046	VAT

The new function keys are as follows

1 Customer ID (function code 148)
2 Item Search (function code 246)
3 Location Change (function code 260)
4 Mode Key (Function code 124)
5 Order Character Change (Function Code 252)
6 Payment (Function Code 149)
7 Table Share (Function Code 261)

All these function keys are explained in detail in chapter 5 of this manual.

Eliminated Function Keys

1 X/Z Mode (Function Code 122)
2 Reverse Display (Function Code 206)

New General Machine features

0005-022 Page 131

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 5.Print Contro

Print Control	
Set Menu Detail on Guest/Slip	No Print
Print PLU Number	No Print
Print Finalized Total	Print
Print Taxable Amount1	Print
Print Taxable Amount2	Print
Print Taxable Amount3	Print
Print Taxable Amount4	Print
Print Taxable Amount5	Print
Print Taxable Amount6	Print
Print Taxable Amount7	Print
Print Taxable Amount8	Print
Print Taxable Amount9	Print
Print Taxable Amount10	Print
Print Taxable Status	No Print
Printing of total number of items sold on the receipt	No Print
Print number of covers in header	No Print
Cover print double size	NO
Print unit price on receipt	No Print
One line feeded after finalization for receipt	NO
Time format 24/12Hour	24 Hour
Single item without fin rct	NO
Always issue a receipt	NO
Eliminate qty '1' of sub item	NO

24 Hour / 12 Hour

Single item without issuing finalization receipt

Print/Not print the quantity '1' of a child item.

Record 0005-022

Description		Choice	Program code
Always issue a receipt.		No = 0 Yes = 1	D_{11}
Print total line during finalization.	a	Yes = 0 No = 1	(a+b+c) D_{10}
Time system: ① 24 hour system, ② 12 hour system	b	① = 0 ② = 2	
Feed one line after issuing receipt.	c	No = 0 Yes = 4	
Receipt print: ① At the same time when registrations are made. ② Buffered print when the finalize operation is made.		① = 0 ② = 2	D_9
Breakdown set menu printing. (Receipt, slip, guest receipt and display)		No = 0 Yes = 4	D_8
Eliminate the quantity "1" of a child item.		No = 0 Yes = 2	D_7

New Option

00622-022 Code Page 132

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 2.Machine Control 2

Machine Control2		
Display Operator Guidance	YES	
Sequential / Ramdom PLU number	Use memory number	Sequential (Memory No.)/Random PLU No.
Net total Includes Tax	Include	Net total includes/excludes add-on and add-in tax.
Net total Includes Commission	Include	Net total includes/excludes clerk commission.
+,- Follows Tax Status of item	YES	The tax status and commission status of plus/minus after item registration follows the last item.
+,-,%+&%- amount in item net totalizer	NO	Affect premium, discount, plus, minus result to the original item.
Limit of number +,-,%+&%- key operations per transaction	NO	Only one premium, discount, plus or minus registration is permitted during one receipt.
Round of %+ or %- operation result	NO	Rounding on the least significant digit of premium or discount registration.
Restriction(0 or 5)on the last digit for amount entry	NO	The least significant digit for monetary amount entry is restricted to 0 or 5.

Record 0006-022

Description		Choice	Program code
Take over the taxable status and commission status of the previous item to + / – key.	a	Yes = 0 No = 1	□ (a+b+c) D_{12}
Restrict 0 or 5 on the last digit.	b	No = 0 Yes = 2	
Display operator guidance.	c	Yes = 0 No = 4	
Always "0"			0 D_{11}
Force to declare the money in drawer. (Inline X/Z)	a	No = 0 Yes = 2	□ (a+b) D_{10}
Force to declare the money in drawer.	b	No = 0 Yes = 4	
Force to press subtotal before finalization.	a	No = 0 Yes = 1	□ (a+b+c) D_9
Allow credit balance while finalization.	b	Yes = 0 No = 2	
Allow multiple refund/register minus mode operation.	c	Yes = 0 No = 4	
Affect the result of + / –, %+ / %– to the item. (Net totalling)	a	No = 0 Yes = 1	□ (a+b) D_8
Exclude add-on and add-in tax in net total.	b	No = 0 Yes = 2	
Include commission in net total.		Yes = 0 No = 2	□ D_7
Sounds key confirmation tone.	a	Yes = 0 No = 2	□ (a+b) D_6
Allow to issue post receipt, even if the original one is issued.	b	No = 0 Yes = 4	
Connect slit drawer.		No = 0 Yes = 4	□ D_5
Prohibit registration when the stock quantity becomes negative.	a	No = 0 Yes = 2	□ (a+b) D_4
Alert when the stock quantity becomes under minimum stock quantity.	b	No = 0 Yes = 4	
Affect to stock quantity even if the refund operation.	a	No = 0 Yes = 1	□ (a+b+c) D_3
Merge refund item registration to the original one. (Item consolidation)	b	No = 0 Yes = 2	
Allow one registration of + / –, %+ / %– per one transaction.	c	No = 0 Yes = 4	
Round on the least significant digit of %+ / %– registration.		No = 0 Yes = 1	□ D_2
Allow numeric entry while compulsory drawer opening.	a	Yes = 0 No = 1	□ (a+b+c) D_1
Use <YES> key to select an item while registering by Pulldown.	b	Yes = 0 No = 2	
PLU numbering: Use memory No. (Sequential) = 0, Use random code = 4	c	Significant number	

Digits changed round

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 7.Report Control 2

```
CF X/Z with character                    NO
CF X/Z with random code                  NO
CF X/Z with OBR code                     NO
```

Record 0015-022

Description		Choice	Program code
Zero-skip department / subdepartment report.	a	Yes = 0 No = 1	□ (a+b) D_{12}
Zero-skip clerk report.	b	Yes = 0 No = 2	
Zero-skip transaction report.	a	Yes = 0 No = 1	□ (a+b+c) D_{11}
Zero-skip PLU report.	b	Yes = 0 No = 2	
Zero-skip hourly report.	c	Yes = 0 No = 4	
Zero-skip group report.	a	Yes = 0 No = 1	□ (a+b+c) D_{10}
Zero-skip monthly report.	b	Yes = 0 No = 2	
Zero-skip table analysis report.	c	Yes = 0 No = 4	
Zero-skip hourly item report.	a	Yes = 0 No = 1	□ (a+b) D_9
Zero-skip hourly labor report.	b	Yes = 0 No = 2	
Zero-skip shift PLU.		Yes = 0 No = 1	□ D_8
Always "00"			0 0 D_7 D_6
Prohibit "OPEN CHECK Z".	a	No = 0 Yes = 1	□ (a+b+c) D_5
Open drawer while issuing fixed total or financial total report.	b	Yes = 0 No = 2	
Print PLU No. on the PLU report.	c	No = 0 Yes = 4	
Print sales ratio.	a	No = 0 Yes = 1	□ (a+b+c) D_4
Issue double Z report.	b	No = 0 Yes = 2	
Print the recalculate value of taxable and tax amount of VAT.	c	No = 0 Yes = 4	
Print consecutive No. range of the day on the fixed total report.	a	No = 0 Yes = 1	□ (a+b) D_3
Reset stock after batch reset report.	b	No = 0 Yes = 4	
Print reset counter.	a	Yes = 0 No = 1	□ (a+b+c) D_2
Print item discount totalizer.	b	No = 0 Yes = 2	
Printing order of PLU report: ① Memory No. (sequential), ② Random code	c	① = 0 ② = 4	
With character of X/Z data stored to CF card	a	No = 0 Yes = 1	□ (a+b+c) D_1
With random code of X/Z data stored to CF card	b	No = 0 Yes = 2	
With OBR code of X/Z data stored to CF card	c	No = 0 Yes = 4	

New Options

0019-022 Code Page 142

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 11.Journal Control

Journal Control		
Storage of TRG Operation into E-Journal	YES	Put training clerk registration data into electronic journal memory. This program is also effective if training operations are printed on journal.
Generate E-Journal full error	NO	Alert when the electronic journal memory becomes full / or Not
Intelligent EJ ring buffer	NO	Overwrite the oldest data if the intelligent EJ memory becomes full.

Record 0019-022

Description		Choice	Program code
Journal compressed print (print journal in half height character.)		No = 0 Yes = 1	D_4
Always "0"			0 D_3
Record operations in training mode on journal / electronic journal.		Yes = 0 No = 2	D_2
Alert electronic journal memory near-end / full error.	a	Yes = 0 No = 1	(a+b) D_1
Over-write the oldest data if the intelligent electronic journal becomes full.	b	No = 0 Yes = 2	

New Options

0026-022 Code Page 145

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 15.CHK Tracking

CHK tracking		
Clearing CHK/TBL No. by using the same number again	CHK Number	CHK (check) number / TBL (table) number
CHK# 12 Digits(if No,6Digits)	NO	
Auto New Balance by removing clerk key	NO	
Print previous balance when CHK is opened by OLD CHK key	Print	
Perform item consolidation when CHK is opened by OLD CHK	NO	
STORE/RECALL Start Range	0	
STORE/RECALL End Range	0	
Auto CHK Start Range	0	
Auto CHK End Range	0	
Reset STORE/RECALL No. after taking OPEN CHK Z report	NO	
Suppress detail display	NO	
SEP CHK Consolidation.	NO	
Invoice No. for std fin.	NO	Print "Invoice No." on receipts / or Not print
Invoice No. for clerk int.	NO	Print "Invoice No." while clerk interrupt / or Not print
Invoice No. for check tracking	NO	Print "Invoice No." while check tracking / or Not print
Check Win button contents	ST	Keytops in check No. pop-up window: ST / Clerk / Time last order / Time open
Share table	NO	
Multiple separate check	NO	
TBL TRANS by card swipe	NO	Transfer table by swiping a card.

Record 0026-022

Description		Choice	Program code
Keytops in check No. pop-up window: Subtotal = 0, Clerk = 1, Times from the last order = 2, Times from open = 3		Significant number (0 ~ 3)	D_{12}
Always "0"			D_{11}
Enable "Table sharing"	a	No = 0 Yes = 1	(a+b+c) D_{10}
Enable "Multi separate"	b	No = 0 Yes = 2	
Transfer table by card swiping.	c	No = 0 Yes = 4	
Check tracking method: ① Check No., ② Table No.	a	① = 0 ② = 1	(a+b+c) D_9
Auto new balance by removing clerk key	b	No = 0 Yes = 2	
Maximum digit of check No.: ① 6-digit, ② 12-digit (If you select ②, no "table analysis" nor "table range" is available.)	c	① = 0 ② = 4	
Always "0"			D_8
Print previous balance, when registering old check.		Yes = 0 No = 2	D_7
Always "00"			D_6 D_5
Print invoice No. for standard finalization.	a	No = 0 Yes = 1	(a+b+c) D_4
Print invoice No. for clerk interrupt.	b	No = 0 Yes = 2	
Print invoice No. for check tracking.	c	No = 0 Yes = 4	
Merge the same department / subdepartment / PLU registration in old check. (Item consolidation)		No = 0 Yes = 4	D_3
Display detail items of the previous check when registering <OLD CHK>.	a	Yes = 0 No = 1	(a+b) D_2
Item consolidation when registering <SEP CHK>	b	No = 0 Yes = 2	
Capture item data.		No = 0 Yes = 1	D_1

Tax calculation by new balance removed

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 16.Clerk Interrupt

Clerk Interrupt	
Allow Clerk Interrupt	NO
Allow operation to clerks who are not allocated clerk interrupt detail memory	NO
Auto Sign Off Timer for clerk interrupt (In seconds)	0
Show clerk window	NO
Use dynamic clerk window	NO
Broadcast dynamic clerk	NO
Clerk window menu number	0

Clerk sign off timer: 0 ~ 99. (Sec.) This program is also effective for non-clerk interrupt system.

Affect current clerk data whenever it changes.

Broadcast clerk information whenever it changes.

Default sheet number when clerk pop-up window is opened.

Record 0027-022

Description		Choice	Program code
Enable clerk interrupt.		No = 0 Yes = 1	D_{12}
Use i-Button key.	a	No = 0 Yes = 1	(a+b) D_{11}
Enable to sign-on a clerk who has no check number.	b	No = 0 Yes = 4	
Show clerk pop-up window while sign-off.	a	Yes = 0 No = 1	(a+b+c) D_{10}
Use clerk dynamic window.	b	No = 0 Yes = 2	
Broadcast clerk information whenever it changes. (Effective only selecting "Use clerk dynamic window")	c	No = 0 Yes = 4	
Default clerk pop-up window number. ("0" is treated as "1".)		Significant number (0 ~ 9)	D_9
Always "000000"			0 0 0 0 0 0 D_8 D_7 D_6 D_5 D_4 D_3
Auto sign-off timer: (00 ~ 99 seconds, "00" means no auto sign-off)		Significant numbers	D_2 D_1

0028-022 Code Page 146

Operation: <PGM3> → 1.Machine Feature → 5.General Feature→ 17.Display Control

```
        Display Control
Backlight Off Timer(Min)        1
Touch Screen Theme              0
Function Key Style      Style 1
```

Backlight off timer: 0 ~ 59. (minutes)
User definition = 0/ Theme 1 = 1/ Theme 2 = 2
Style 1: Function keys with bar = 1/ Style 2: Function keys without bar = 0

Record 0028-022

Description	Choice	Program code
Touch screen color theme: User define: 0, Theme 1 = 1, Theme 2 = 2	Significant number	D_{12}
Function key style: With bar = 0, Without bar = 1	Significant number	D_{11}
Always "0000"		0 0 0 0 D_{10} D_9 D_8 D_7
Always "0000"		0 0 0 0 D_6 D_5 D_4 D_3
Back light off timer (00 ~ 59 minutes, "00" means never turn off.)	Significant numbers	D_2 D_1

0039-02 Code Page 148

Operation: <PGM3> → 1.Machine Feature → 25.Customer Control

```
        Customer Control


AUTO Customer Start Range       0
AUTO Customer End Range         0
```

Start value of the auto customer No. range (0 ~ 9999)
End value of the auto customer No. range (0 ~ 9999)

Record 0039-022

Description	Choice	Program code
Auto customer starting number ("0000" is treated as "0001".) *	Significant numbers	D_8 D_7 D_6 D_5
Auto customer ending number ("0000" is treated as "9999".) *	Significant numbers	D_4 D_3 D_2 D_1

* Be sure that all terminals have common value.
* The starting number should be smaller than the ending number.

Operation: <PGM3> → 1.Machine Feature → 25.Customer Control

Customer Control		
Allow to create new customer	YES	Allow to create new customer in REG mode.
Automatic create new customer	NO	Create customer No. automatically
Confirm to clear customer	NO	Confirm to clear customer data at finalization.
Enter Name for new customer	NO	Force to enter the name of the customer while creation.
Enter Address for new customer	NO	Force to enter the address of the customer while creation.
Enter Phone# for new customer	NO	Force to enter the phone-# of the customer while creation.
Digit of customer card No.	1	The No. of the digit of the customer in customer card. (0 ~ 12)
Customer card No. offset	12	The offset value of the customer No. in customer card. (0 ~ 16)
Site ID	0	Site ID No. (0000 ~ 9999)
Site ID card offset	0	The offset value of the site ID in customer card (0 ~ 9)

Record 0044-022

Description	Choice	Program code
The tone when the display turns on.* (The last 2-digit of the appropriate record No. of the sound file)	Significant numbers(00~09)	D_{12} D_{11}
The tone when the display turns off.* (The last 2-digit of the appropriate record No. of the sound file)	Significant numbers(00~09)	D_{10} D_9
The tone when the 1 shot error occurs.* (The last 2-digit of the appropriate record No. of the sound file)	Significant numbers(00~09)	D_8 D_7
The tone when the alert (Yes/No selection) occurs.* (The last 2-digit of the appropriate record No. of the sound file)	Significant numbers(00~09)	D_6 D_5
The tone when the error (release by C key) occurs.* (The last 2-digit of the appropriate record No. of the sound file)	Significant numbers(00~09)	D_4 D_3
Key confirmation tone* (The last 2-digit of the appropriate record No. of the sound file)	Significant numbers(00~09)	D_2 D_1

* No sound file is selected, if you program "00".

CHAPTER 11

New Functionality

Check Tracking / Clerk interrupt

Pull-down groups / keyboard features

New Functionality

Check Screens (Table layouts) and Dummy Check Screens

It is now possible to link a clerk to an area Layout of a restaurant or bar.

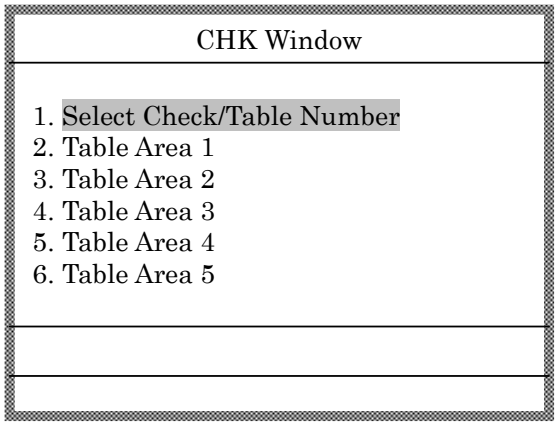
Please note if you would like to see the table layout as soon as you sign on you must program compulsory check number.
The above option is not available when you enable clerk interrupt.

Option 1 Dummy Check/Tab area

It is possible to have a dummy check/tab area
This area is normally used when paying by credit card (accumulating bill/check) or for a round of drinks at the bar before sitting at a table.

Operation: <PGM3> → 1.Machine Feature → 24.CHK Window

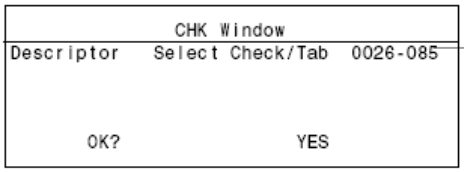
Select number 1 which is labelled “select check/table number”



→ **Select job**

• **Select Check/Table No.**

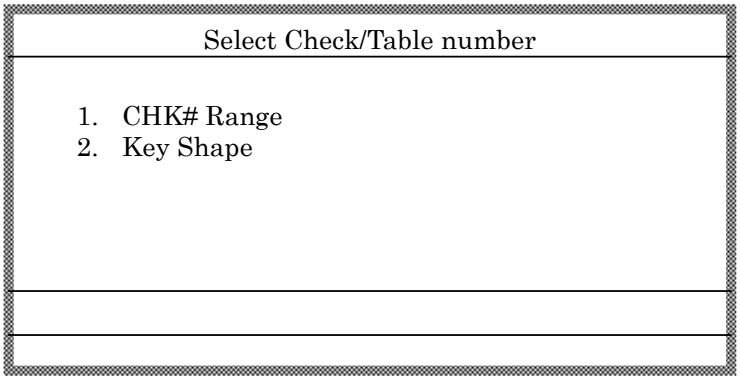
This program defines the check No. range and key shape of "Add-on new No. type" check No. pop-up window.



Title of the Add-on new No. type check No. pop-up window

You Can Change the description of the dummy check/table window to whatever you like to call it

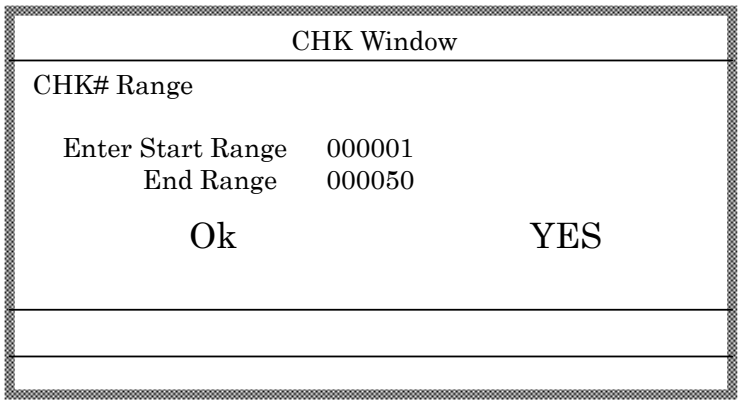
After changing the description select the "yes" option



Option 1: The Check Range for dummy check area

Option 2: Key Shape type for dummy check Icons

Option 1 CHK# Range



Enter the start and end range for the Dummy check/table Area

This number should be the same as the number set in auto check range, and different to the check numbers used on a every day basis

Option 2 key shapes

Before using this option delete an area on the keyboard where the new key shapes will be positioned

Please note in order to change the shape of the relevant keys you must first kill all the positions on the keyboard. This is done via the key delete option in program 4.

Select the shape you would like to use and press the relevant key

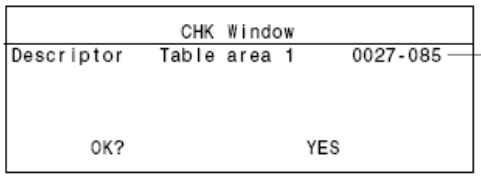
Setting up Check Area's 1 to 9 (Table Layouts)

Setting up Table Layouts

Operation: <PGM3> → 1.Machine Feature → 24.CHK Window → Select job

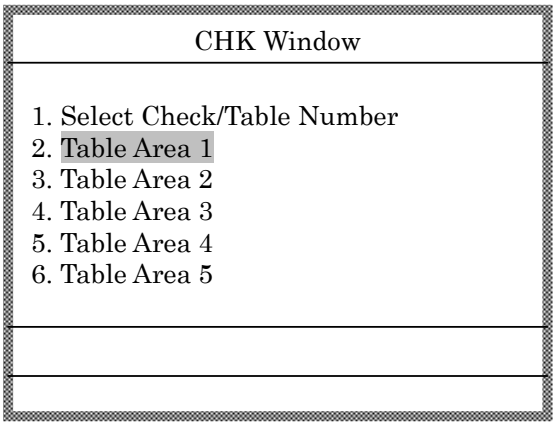
- **Select Table area 1 ~ 9**

  This program defines the check No. range and key shape of "Table layout type" check No. pop-up window.



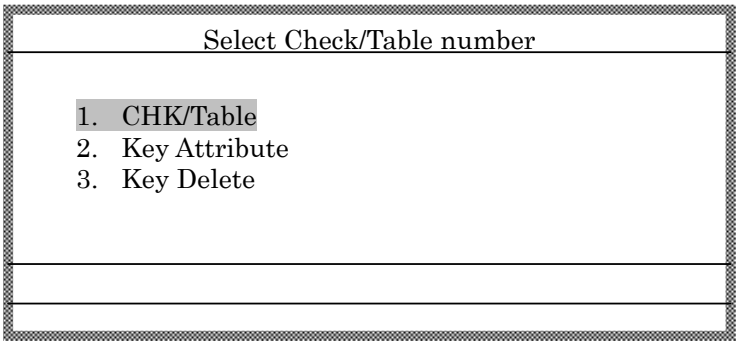
Title of the Table layout type check No. pop-up window

Edit the description if you wish to and select yes



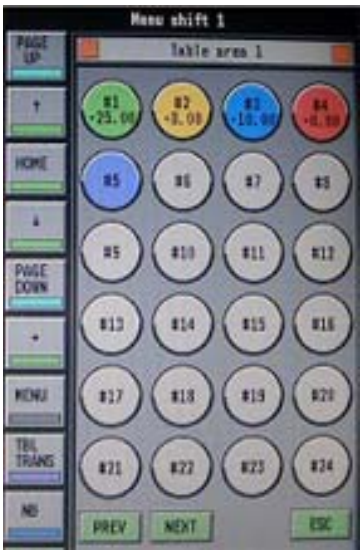
Enter table number Table Area 1 – 9 (Options 2 -10)

Select option 1 CHK/Table



When selected the QT-6000 will display enter Check/Table number

Enter the table number you wish to designate to this area and then hit the table Icons



Selection 2

Select the key shape or picture Icon you would like to put to the PLU or Function key

Selection 3

Key Delete

This is used to delete the keys on the keyboard in order to change the shape and colour of a key

Check windows

Static check window

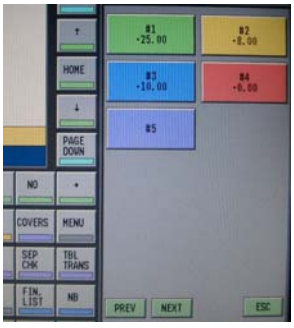
This is when you program a clerk to automatically display a table layout via making the clerk input a compulsory check number
See programming on the next page.

Static checks display all programmed check numbers
- Up to 9 check windows
- Up to 24 checks display per one check window

<Operation>

[REG] sign on clerk

Dynamic check window



- Up to 9 check windows
- Up to 24 checks display per one check window

<Operations>
[REG] Press “New/Old CHK” key for check window

In order to automatically call a Table/Check Layout via a clerk you must program compulsory check number input

Programming

Operation: <PGM3> → 2.Clerk → 2.Operation → 1.Clerk Control → Select clerk

Memory No. 1	
Check No. Compulsory	NO
Table No. Compulsory	NO
No. of Covers Compulsory	NO
GST RCT Compulsory(Finalize)	NO
GST RCT Compulsory(NB)	NO
Slip Automatic Batch Print Compulsory(Finalize)	NO
SLIP Automatic Batch Print Compulsory(NB)	NO
Seat Number Compulsory	NO
Eat-in/Take-out Compulsory	NO

Please note this option is not available when you enable clerk Interrupt.

Check Window Programming

[PGM3] 1.Machine Feature - 24.Check Window – Select Job

Select Check / Table No., CHK# range, Key shape, Key attribute, Key assign, Key delete

Colours of Checks during operation

Green:	After NB operation
Yellow:	After NB and guest receipt issuing operation
Blue:	After the finalized operation but before guest receipt
Red:	Busy status for the check
Purple:	Table sharing/Separate Check operation
White:	Check is not opened

Programming of Display detail when using check tracking windows

It is possible to program what to display when using check windows and check icons

The example below shows the sub-total of the check
It is also possible to show the clerk / Time of last order or Time opened

Programming

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 15.CHK Tracking

CHK tracking	
Clearing CHK/TBL No. by using the same number again	CHK Number
CHK# 12 Digits(if No,6Digits)	NO
Auto New Balance by removing clerk key	NO
Print previous balance when CHK is opened by OLD CHK key	Print
Perform item consolidation when CHK is opened by OLD CHK	NO
STORE/RECALL Start Range	0
STORE/RECALL End Range	0
Auto CHK Start Range	0
Auto CHK End Range	0
Reset STORE/RECALL No. after taking OPEN CHK Z report	NO
Suppress detail display	NO
SEP CHK Consolidation.	NO
Invoice No. for std fin.	NO
Invoice No. for clerk int.	NO
Invoice No. for check tracking	NO
Check Win button contents	ST
Share table	NO
Multiple separate check	NO
TBL TRANS by card swipe	NO

Select ST/Clerk/Time last ordered/Time of opening

Clerk Static and dynamic windows

Static clerk window

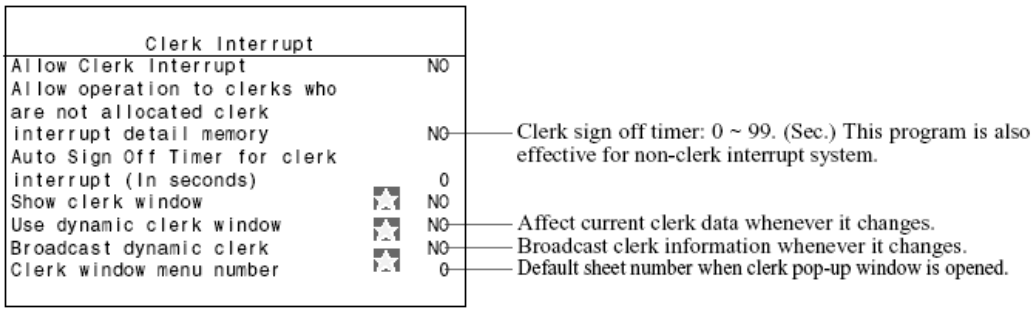
To display all programmed clerk numbers in the clerk window
- Up to 9 clerks windows
- Up to 24 clerks display per one clerk window

Dynamic clerk window

To display only clerks that have signed on in the clerk windows
- Up to 9 clerks windows
- Up to 24 clerks display per one clerk window

Dynamic Clerk/Check window programming

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 16.Clerk Interrupt


Clerk Interrupt
Allow Clerk Interrupt NO
Allow operation to clerks who are not allocated clerk interrupt detail memory NO
Auto Sign Off Timer for clerk interrupt (In seconds) 0
Show clerk window NO
Use dynamic clerk window NO
Broadcast dynamic clerk NO
Clerk window menu number 0
Clerk sign off timer: 0 ~ 99. (Sec.) This program is also effective for non-clerk interrupt system.
Affect current clerk data whenever it changes.
Broadcast clerk information whenever it changes.
Default sheet number when clerk pop-up window is opened.

Receipt key programming

It is now possible to program the receipt key to automatically bring the check window to allow issuing of guest receipts for tables very easy

Worksheet for receipt

Description		Choice	Program code
Maximum number of post receipts (0 ~ 9) ("0" means 1 post receipt.)		Significant number	□ D_{12}
Always "0000"			0 0 0 0 D_{11} D_{10} D_9 D_8
Form of guest receipts: ① Print out, ② Display	a	① = 0 ② = 2	□ (a+b) D_7
Print current time on guest receipt.	b	No = 0 Yes = 4	
Clear finalized check.	a	Yes = 0 No = 1	□ (a+b) D_6
Issue post receipt after clerk interrupt/check tracking	b	No = 0 Yes = 2	
Always "0"			0 D_5
Prohibit receipt issuance after "EJ DISP".	a	No = 0 Yes = 2	□ (a+b) D_4
Display check No. pop-up window.	b	No = 0 Yes = 4	
Issue guest receipt to order printer n (n = 1 ~ 7). ("0" means issuing to R/J.)		Significant number	□ D_3
Line number of guest bottom message (00 ~ 10): ("00" means no bottom message.)		Significant number	□ □ D_2 D_1

Set this option to yes

Table Transfer programming for check windows

It is now possible to program the table transfer key to transfer to the dummy check area (section 0) or table layout 1-9

Worksheet for table transfer

Description		Choice	Program code
Transfer time and clerk while ST transfer.	a	No = 0 Yes = 1	□ (a+b+c) D_8
Transfer detail registration while ST transfer.	b	No = 0 Yes = 2	
Print transfer amount while ST transfer.	c	Yes = 0 No = 4	
Allow to add checks while table transfer.	a	No = 0 Yes = 1	□ (a+b+c) D_7
Transfer the customer number.	b	Yes = 0 No = 2	
Transfer only total amounts. (ST transfer)	c	No = 0 Yes = 4	
Auto check transfer	a	No = 0 Yes = 1	□ (a+b+c) D_6
Receipt is issued, even if the receipt switch is off.	b	No = 0 Yes = 2	
Auto check transfer with customer name	c	No = 0 Yes = 4	
Print VAT breakdown	a	No = 0 Yes = 1	□ (a+b) D_5
Print receipt.	b	Yes = 0 No = 2	
Tax calculation No = 0, Temporary = 1, Yes = 2		Significant number	□ D_4
Always "00"			0 0 D_3 D_2
Check number window No. ("Add-on new No." type: 0 "Table layout" type: 1 ~ 9)		Significant number	□ D_1

New Option

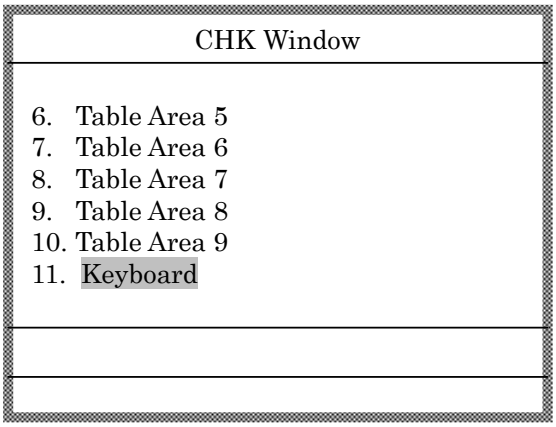
Hotel Functions

Table transfer key status setting

D7 = 4 "ST transfer"
D8 = 1 "Transfer time and clerk"
D8 = 2 "Transfer detail registration"

Option 11 Keyboard

This where you program your location keys
Select option 11 keyboard



- **Select Keyboard**

  This program defines the key at the bottom of check No. pop-up window (both type).

  → **Select job**

- **Key Assign**

  This program defines the key at the bottom the pop-up window.

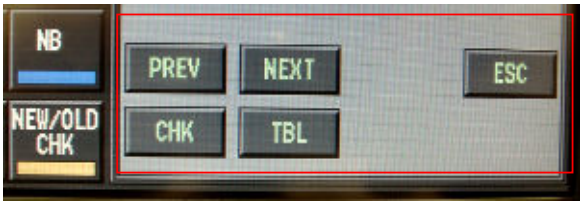
- **Key Attribute**

  This program defines the key color and key text of the key at the bottom of the pop-up window.

- **Key Delete**

  This program deletes the key at the bottom of the pop-up window.

This is a close-up of check window image after initialized,



Location Keys

PREV: move to previous page (function code is **221**)
NEXT: move to next page (function code is **220**)
ESC: You can delete but not possible to reprogram it again by the QT-6000 terminal you have to use a PC utility.
CHK: Select CHK for active checks
TBL: Select “TBL” it will show the table layout

Colours and styles

You can select from two default colour keyboard patterns

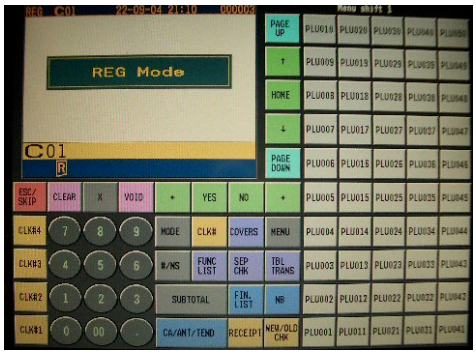
Operation: <PGM3> → 1.Machine Feature → 5.General Feature→ 17.Display Control

```
Display Control
Backlight Off Timer(Min)                1
Touch Screen Theme                      0
Function Key Style          Style       1
```

Backlight off timer: 0 ~ 59. (minutes)
User definition = 0/ Theme 1 = 1/ Theme 2 = 2
Style 1: Function keys with bar /
Style 2: Function keys without bar

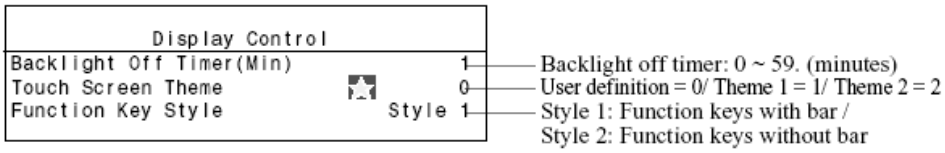
Style-1: Colour keyboard with the Casio Colour bar

Style-2: Colour keyboard without the Casio colour bar



Touch Screen Themes

Operation: <PGM3> → 1.Machine Feature → 5.General Feature→ 17.Display Control


Display Control
Backlight Off Timer(Min) 1
Touch Screen Theme 0
Function Key Style Style 1
Backlight off timer: 0 ~ 59. (minutes)
User definition = 0/ Theme 1 = 1/ Theme 2 = 2
Style 1: Function keys with bar /
Style 2: Function keys without bar

Touch screen themes

“User define = 0, Theme 1 = 1 or Theme 2 = 2” – YES – ESC

These theme’s were designed for different light conditions

Theme 1 = Outside or a very bright environment

Theme 2 = Inside artificial light environment (Default)

New Program 4 Key Attributes

Operation: <PGM4> → 1.Keyboard → 3.Key Attribution

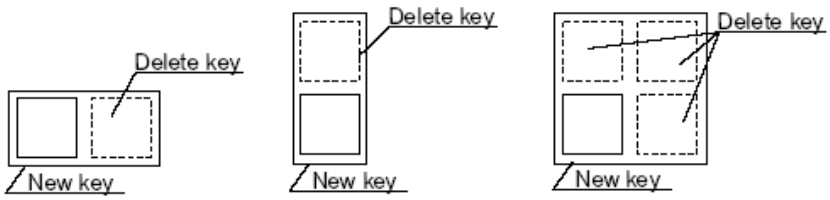
Key Attributes

1. Key Shapes

- **Key Shape**

1. Select the shape.
2. Designate the key.

* In case of assigning double or quadruple key, delete the key which will be hidden by the new big key in advance (both rectangular and circular key).



2. Key Colour Selection

- **Key Color**
  1. Select the color.
  2. Designate the key.

3. Key Text

- **Key Text**
  1. Enter the key text (within 16 characters).
  2. Designate the key.

  * Key text is used for keytop characters only. It is not used for receipt nor report. The key text is displayed prior to the text programmed in the totalizer file.

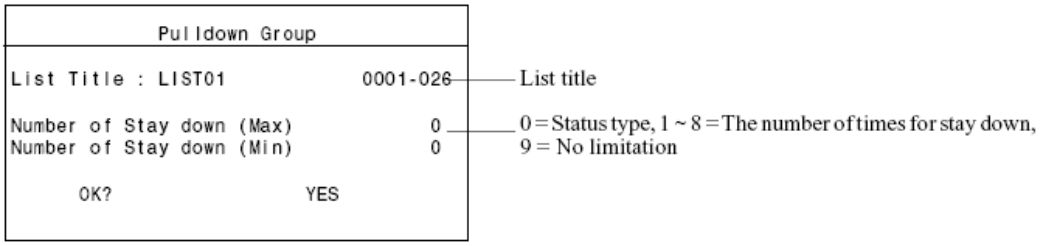
4. Pictures

- **Picture**

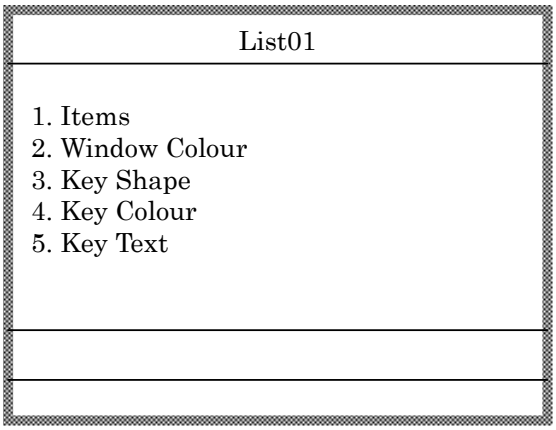
  1. Select the picture.
  2. Designate the key.

Pull-Down List Programming

Operation: <PGM3> → 1.Machine Feature → 1.Pulldown Group → Select Pulldown group



Pull-Down List Options



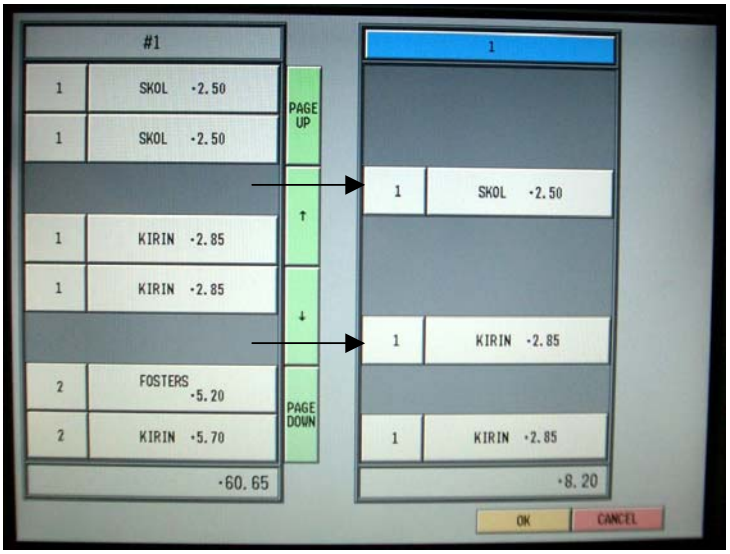
→ Select job (Items / Window Color / Key Shape / Key Color)

- **Item (Addition / Modification)**
  → Select items from *PLU, Pulldown Group, or Free Function
- **Item (Deletion)**
  → Select deleting item in the LIST and press <NO> key.
- **Window color**
  → Select window color from the list screen
- **Key Shape**
  → Select key shape from the list screen
- **Key Color**
  → Select key color from the list screen

Editing of key top text has also been added for Pull-down groups
Maximum of 16 Character per pull-down group PLU

Separate Check Function

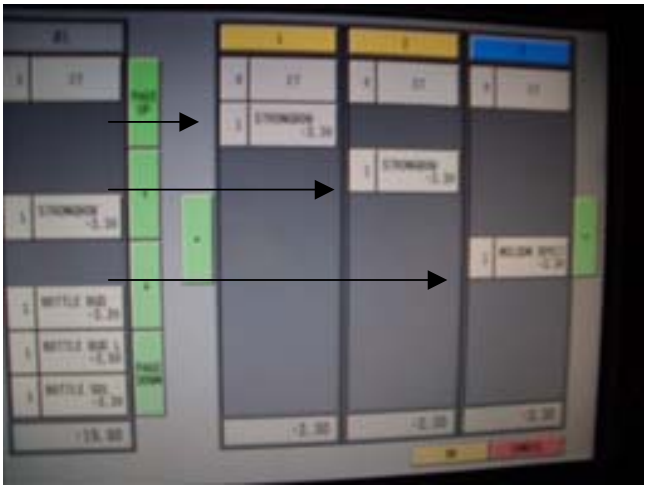
Graphical Single Separate Check



New Multiple Separate Check

It is now possible to split a check graphically to 9 other checks

Multiple Separate Check Screen



Programming for multiple check

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 15.CHK Tracking

CHK tracking	
Clearing CHK/TBL No. by using the same number again	CHK Number
CHK# 12 Digits(if No,6Digits)	NO
Auto New Balance by removing clerk key	NO
Print previous balance when CHK is opened by OLD CHK key	Print
Perform item consolidation when CHK is opened by OLD CHK	NO
STORE/RECALL Start Range	0
STORE/RECALL End Range	0
Auto CHK Start Range	0
Auto CHK End Range	0
Reset STORE/RECALL No. after taking OPEN CHK Z report	NO
Suppress detail display	NO
SEP CHK Consolidation.	NO
Invoice No. for std fin.	NO
Invoice No. for clerk int.	NO
Invoice No. for check tracking	NO
Check Win button contents	ST
Share table	NO
Multiple separate check	NO
TBL TRANS by card swipe	NO

Set the multiple separate check option to yes

Table share Function

Application

This function allows the facility for a number of people to share the same table and manage the check tracking system at the same time.

Programming for table share function

Firstly you must make sure you have an Old/New Check key in file number 2 (Free Function File)

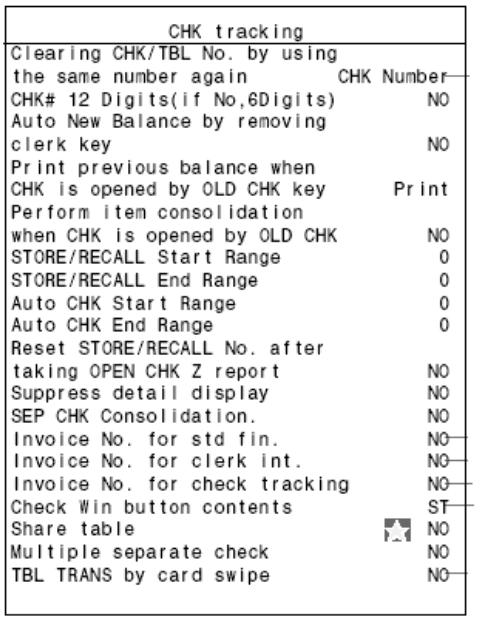
Assign the table share key in program 4

Operation: <PGM4> → 1.Keyboard → 1.Key Assign

Function code for table share is 261

Enable table share in general features

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 15.CHK Tracking


CHK tracking
Clearing CHK/TBL No. by using
the same number again CHK Number
CHK# 12 Digits(if No,6Digits) NO
Auto New Balance by removing
clerk key NO
Print previous balance when
CHK is opened by OLD CHK key Print
Perform item consolidation
when CHK is opened by OLD CHK NO
STORE/RECALL Start Range 0
STORE/RECALL End Range 0
Auto CHK Start Range 0
Auto CHK End Range 0
Reset STORE/RECALL No. after
taking OPEN CHK Z report NO
Suppress detail display NO
SEP CHK Consolidation. NO
Invoice No. for std fin. NO
Invoice No. for clerk int. NO
Invoice No. for check tracking NO
Check Win button contents ST
Share table NO
Multiple separate check NO
TBL TRANS by card swipe NO

Registration

[REG] (Check no) <New/OLD CHK> <Table share>….<NB>

CHAPTER 12

Other New functions

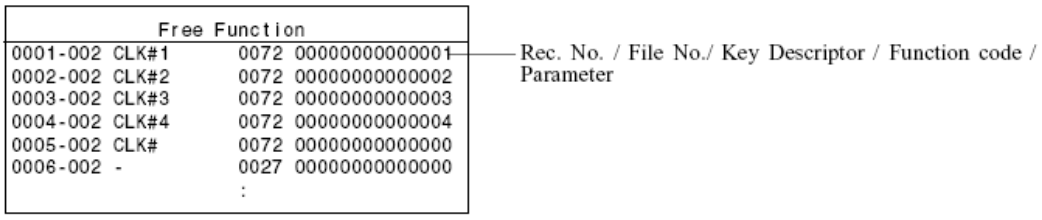
Memory Free Functions

This function has been designed for two reasons

Reason One: You need more functions but there is not enough space on the keyboard.

Reason Two: To allow function key status programming for Menu Level keys, Clerk and Check windows

Operation: <PGM3> → 3.Key Feature → 11.Free Function



* In this procedure, you can change function code and parameter only.
If you change the function code of the key, default descriptor is set to the key.

Character item search function

Application

Quick searching facility to find registration PLU items quickly by character this can reduce registration time in some applications.

Programming

Operation: <PGM4> → 1.Keyboard → 1.Key Assign

Function code for character search Is function 246 or 48 (PLU KEY)

Operation

[REG] <Item search> “Alphabet Entry”

Order character change function

Application

To change the order character information before the designated PLU items are transferred to the kitchen. To change a starter to a main course

Programming

Operation: <PGM4> → 1.Keyboard → 1.Key Assign

Function code for order character change Is 252

Order character change status/stay down programming

Worksheet for order character change

Description	Choice	Program code
Linking order character record No. (00 ~ 99)	Significant numbers	D_6 D_5
Always "00"		0 0 (D_4 D_3)
Shift: (until finalization) Status = 0, Staydown = 2	Significant number	D_2
Always "0"		0 (D_1)

Operation

[REG] Press Order character change
Press PLU with order character link Programmed

Monitoring function

Application
To watch the registration procedure of another terminal
The person using the terminal will not know that the terminal is being monitored.

Operation

To start Monitoring
[Manager] 99990000nn <ST> (nn…ID number)

To stop Monitoring
[Manager] <ESC> <ESC>

Removing the quantity for preparation and condiment items

It is now possible to program not to print the quantity of a condiment or preparation when the quantity is 1

Programming

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 5.Print Contro

Print Control	
Set Menu Detail on Guest/Slip	No Print
Print PLU Number	No Print
Print Finalized Total	Print
Print Taxable Amount1	Print
Print Taxable Amount2	Print
Print Taxable Amount3	Print
Print Taxable Amount4	Print
Print Taxable Amount5	Print
Print Taxable Amount6	Print
Print Taxable Amount7	Print
Print Taxable Amount8	Print
Print Taxable Amount9	Print
Print Taxable Amount10	Print
Print Taxable Status	No Print
Printing of total number of items sold on the receipt	No Print
Print number of covers in header	No Print
Cover print double size	NO
Print unit price on receipt	No Print
One line feeded after finalization for receipt	NO
Time format 24/12Hour	24 Hour
Single item without fin rct	NO
Always issue a receipt	NO
Eliminate qty '1' of sub item	NO

24 Hour / 12 Hour
Single item without issuing finalization receipt
Print/Not print the quantity '1' of a child item.

New CF card features

Application

To save the sales data of each terminal by the CF card and load the data in to a PC

Programming

Batch report programming

Description		Choice	Program code
Save X data to CF card.	a	No = 0 Yes = 1	□ (a+b+c) D_{20}
Save Z data to CF card.	b	No = 0 Yes = 2	
Issue report, in case of saving data to CF card.	c	Yes = 0 No = 4	

0001-029 (Batch report 1) 10001112141700000000
“D20 = 1 (Save X report data to CF card)”

0002-029(Batch report 2) 20001112141700000000
“D20 = 2 (Save Z report data to CF card)”

Report data format programming

<PGM3> → 1.Machine Feature → 5.General Feature → 7.Report Control 2

CF X/Z with character	NO
CF X/Z with random code	NO
CF X/Z with OBR code	NO

CF card format

Data saving directory
CASIO\QT6000\XZ\DDMMYY\xxxx.txt

xxxx.txt
[X or Z][File No.][T][Machine No.][A,B,…Z].TXT

Free function and PLU keys colour settings

Display area colour definition (File 906)

Memory allocation

[PGM5] 3. Individual File – FILE 906 – 99 – YES - ESC

Operation: <PGM3> → 1.Machine Feature → 21.LCD color control

LCD Color	
0001-906	0000000000000000
0002-906	0000000000000000
0003-906	0000000000000000
0004-906	0000000000000000
0005-906	0000000000000000
0006-906	0000000000000000
0007-906	0000000000000000
0008-906	0000000000000000
0009-906	0000000000000000
0010-906	0000000000000000
:	
0099-906	0000000000000000

Parameter (refer the worksheet below)

Seat No Colour

0010-906 - “Seat 1-3 colour program” – YES

0010-906 (Special color program)

Description	Choice	Program code
Color code of the seat No. 1	Significant numbers (001 ~ 256)	D_9 D_8 D_7
Color code of the seat No. 2	Significant numbers (001 ~ 256)	D_6 D_5 D_4
Color code of the seat No. 3	Significant numbers (001 ~ 256)	D_3 D_2 D_1

0011-906 - “Seat 4-6 colour program” – YES – ESC

0011-906 (Special color program)

Description	Choice	Program code
Color code of the seat No. 4	Significant numbers (001 ~ 256)	D_9 D_8 D_7
Color code of the seat No. 5	Significant numbers (001 ~ 256)	D_6 D_5 D_4
Color code of the seat No. 6	Significant numbers (001 ~ 256)	D_3 D_2 D_1

Free function keys that can have their own colour

RF, Coupon, Coupon2, %+, %-, Text recall, Text print

0012-906 – “Colour code setting” – YES ….

0012-906 ~ 0099-906 (Special color program)

0012 ~ 0099: For items and functions

Description	Choice	Program code
Color code of the character	Significant numbers (001 ~ 256)	D_6 D_5 D_4
Always “000”		0 0 0 D_3 D_2 D_1

Colour code link setting for free function keys

PGM manual 85, 88, 90

[PGM3] 3.Key Feature – 7.Function Key

Colour link “12-99” – YES – YES

CHAPTER 13

Customer file and invoice numbers

When using the customer accounts system the check tracking files are used to store the details of the customer accounts these files are

File 15 (Check Index)
File 60 (Check detail)

After customer payment operation, the finalized and discounted amount are accumulated in the totalizer area of File 37 (Customer file) and File 42 (Customer group file)

Customer number entry can be done by entering a customer number manually or by swiping a card using the Magnetic card reader

Programming

Assign a Customer # key and a Payment key

Operation: <PGM4> → 1.Keyboard → 1.Key Assign

Function code for Customer Number Is 148
Function code for Payment key Is 149

Customer control – "Allow to create new customer" - YES – ESC

Operation: <PGM3> → 1.Machine Feature → 25.Customer Control

Customer Control		
Allow to create new customer	YES	Allow to create new customer in REG mode.
Automatic create new customer	NO	Create customer No. automatically
Confirm to clear customer	NO	Confirm to clear customer data at finalization.
AUTO Customer Start Range	0	Start value of the auto customer No. range (0 ~ 9999)
AUTO Customer End Range	0	End value of the auto customer No. range (0 ~ 9999)
Enter Name for new customer	NO	Force to enter the name of the customer while creation.
Enter Address for new customer	NO	Force to enter the address of the customer while creation
Enter Phone# for new customer	NO	Force to enter the phone-# of the customer while creation
Digit of customer card No.	1	The No. of the digit of the customer in customer card. (0 ~ 12)
Customer card No. offset	12	The offset value of the customer No. in customer card. (0 ~ 16)
Site ID	0	Site ID No. (0000 ~ 9999)
Site ID card offset	0	The offset value of the site ID in customer card (0 ~ 9)

Registration

[REG] <CUST #> (New customer) “Swipe the card” or “Input customer number”
Input “Name”, ”Title” , “Address” , “Phone no” , “Customer GP” – YES…. Press the <Table trans> key

Payment operation
[REG] <Payment> <CUST #> (New customer) “Swipe the card” or “Input customer number”
Press a finalise key or <CASH>

Loyalty discount function (ST, Selective item ST)

Application

The discount level can be applied only for specific customers this is control according to the group number the customer is programmed to.

<Programming>
PGM manual page 62

ST discount

[PGM3] -1.Machine Feature - 26.Customer Group – “Group name” – “Group01” - YES –
“ST (%)” – 10 (%) – YES -ESC

Selective item ST discount
[PGM3] -1.Machine Feature - 26.Customer Group - “Group name” - “Group01” - YES –
“Selective item 1 (%) ” - 10 (%) - YES -ESC

Selective item status programming

PGM manual page 78

[PGM3] -3.Key Feature – 1. PLU – (Select PLU item) – Selective item 1 - YES - ESC

<X/Z report function>

[X/Z] 1.Daily X/Z – 5.Customer account – 1. Customer – 4. All Information

Invoice number function

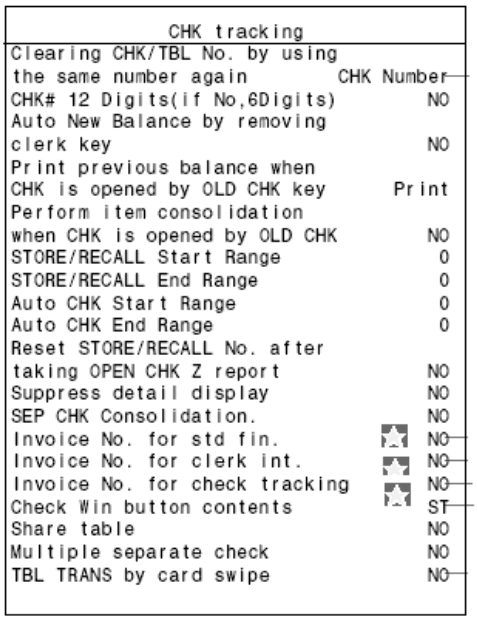
Application

To print the invoice number only for real registration operations

Programming

Invoice number programming

Operation: <PGM3> → 1.Machine Feature → 5.General Feature → 15.CHK Tracking



“Invoice number for std fin.” - YES
“Invoice number for clerk int.” - YES
“Invoice number for check tracking” - YES - ESC

CHAPTER 14

Picture And Sound Files

BMP Files

Application

To display the picture data for the QT-6000
Free function keys
PLU items
Check windows
Clerk windows

Programming

BMP:FILE910 (Bitmap image file for graphical keys)

Memory allocation

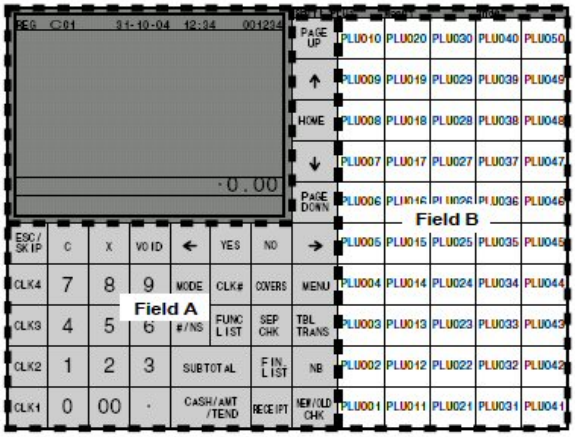
PGM manual page 13,17.

[PGM5] 1.Memory allocation - 3.Individual File – File910 – 20000 - YES – ESC

Make the Bit Map data using the sizes below

Bitmap file: (in case of creating by PC)
1. .bmp file
2. Max. 1,677 million color
3. Size (dots)

	Field A	Field B	Field C
Single key	56 x 48	53 x 48	58 x 58
Horizontal double key	118 x 48	113 x 48	130 x 58
Vertical double key	56 x 106	53 x 106	58 x 130
Quadruple key	118 x 106	113 x 106	130 x 130



Field C: Clerk / Check popup window

Copy the bmp file converter and the wav file converter from the dealer CD. These files can be found in QT-6000/pctools

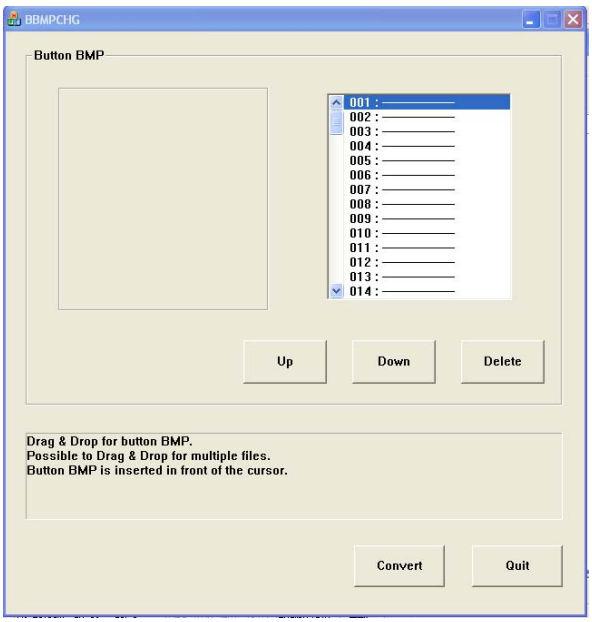
Copy the Bit map files to the same directory as the two utilities above

Convert the BMP files to file 910 PGM data using the Casio BMP file conversion software.

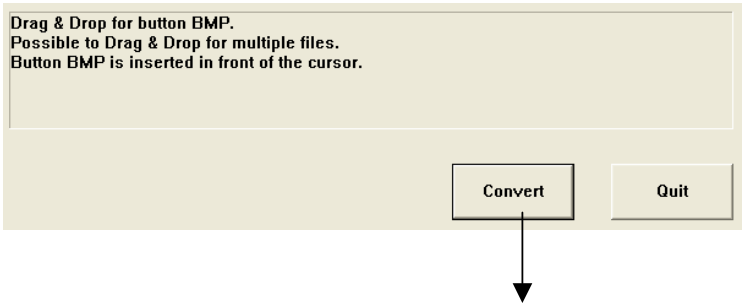
How to convert the Data using the Casio utilities

Double click on the BBMPCHG Icon

You should see the following screen

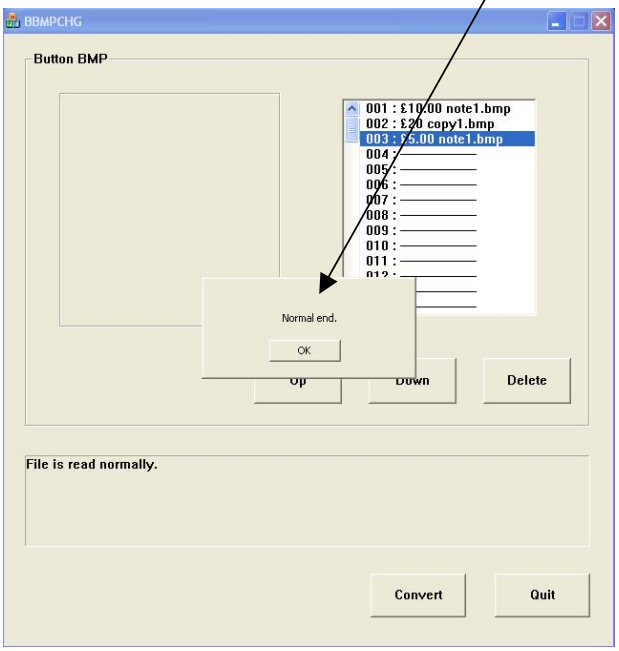


Drag and drop the bitmap to positions 1 to 99

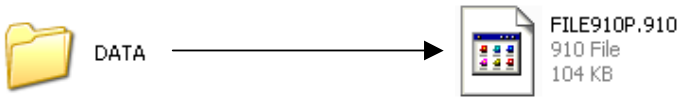

Drag & Drop for button BMP.
Possible to Drag & Drop for multiple files.
Button BMP is inserted in front of the cursor.
Convert
Quit

Press the convert key

The utility should now say normal end and a file 910 will be made in the data directory



Data Folder Touch screen File



Copy file 910 PGM data to the following directory of the CF card.

CASIO\QT6000\AUTPPGM\FILE910P.910

[Notes]

1) Supported BMP files: Windows bitmap, 24 bit colour

2) Number of bitmap image: Maximum of 100 single key images can be stored.

When the double size key is specified, it will be occupied two single keys memory space.

If the quadruple size key is specified, it will be occupied four single keys memory space.

FILE910 PGM data transfer via CF card

REF manual page 118

[CF card] - 2.Data Restore – Select “FILE910P.910” – YES – YES

BMP file Key assignment

PGM manual page 22

[PGM4] 1.Keyboard - 3.Key attribute – Picture – “Select picture” – “Press assign key” - ESC

Sound Files

Programming

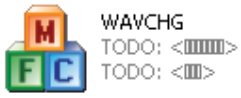
WAV:FILE701-710 (Bitmap image file for graphical keys)

Memory allocation

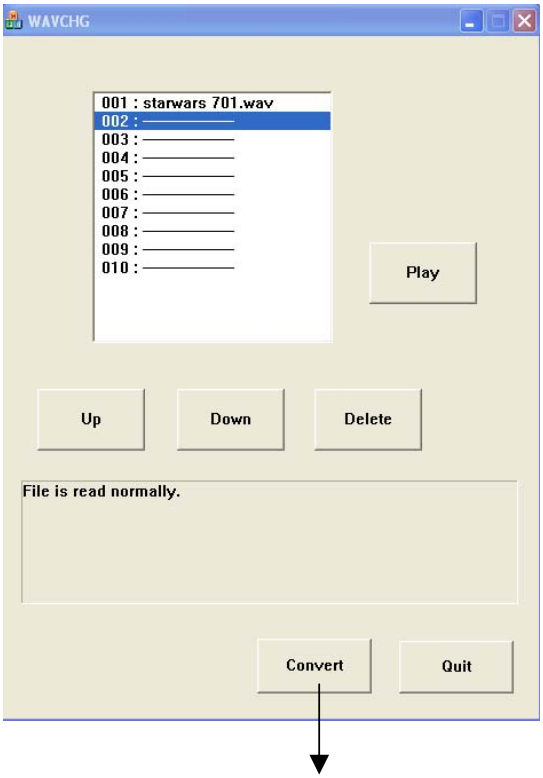
[PGM5] 1.Memory allocation - 3.Individual File – File701-710 – 32000 - YES – ESC

Casio WAV conversion utility

Double click the WAV conversion Icon

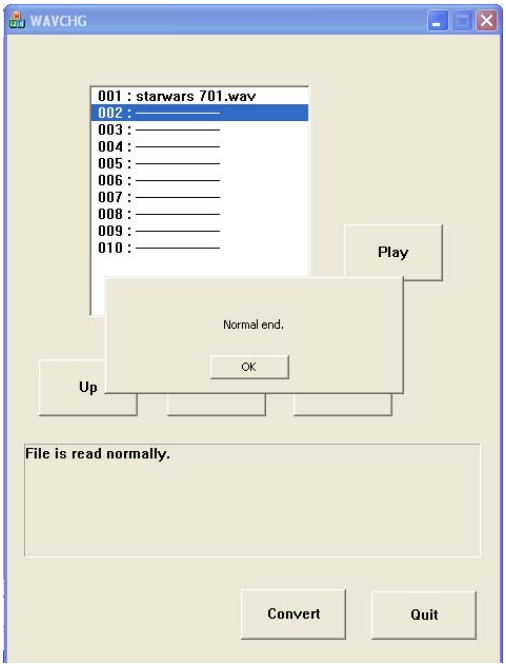


You should see the following screen



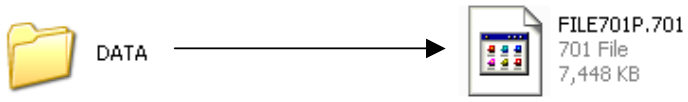
Press convert

The file should say Normal end and create the relevant sound file in the data folder



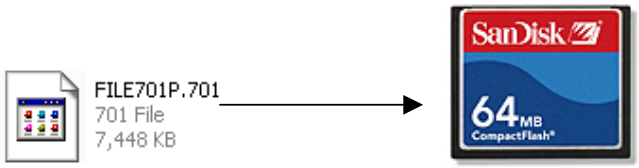
Go to the data folder

Data Folder Touch screen File



Transfer the sound data to a CF card

CASIO\QT6000\AUTPPGM\FILE701P.701



FILE701 PGM data transfer via CF card

Load the Data to the QT-6000 Terminal

[CF card] - 2.Data Restore – Select “FILE710P.701” – YES – YES